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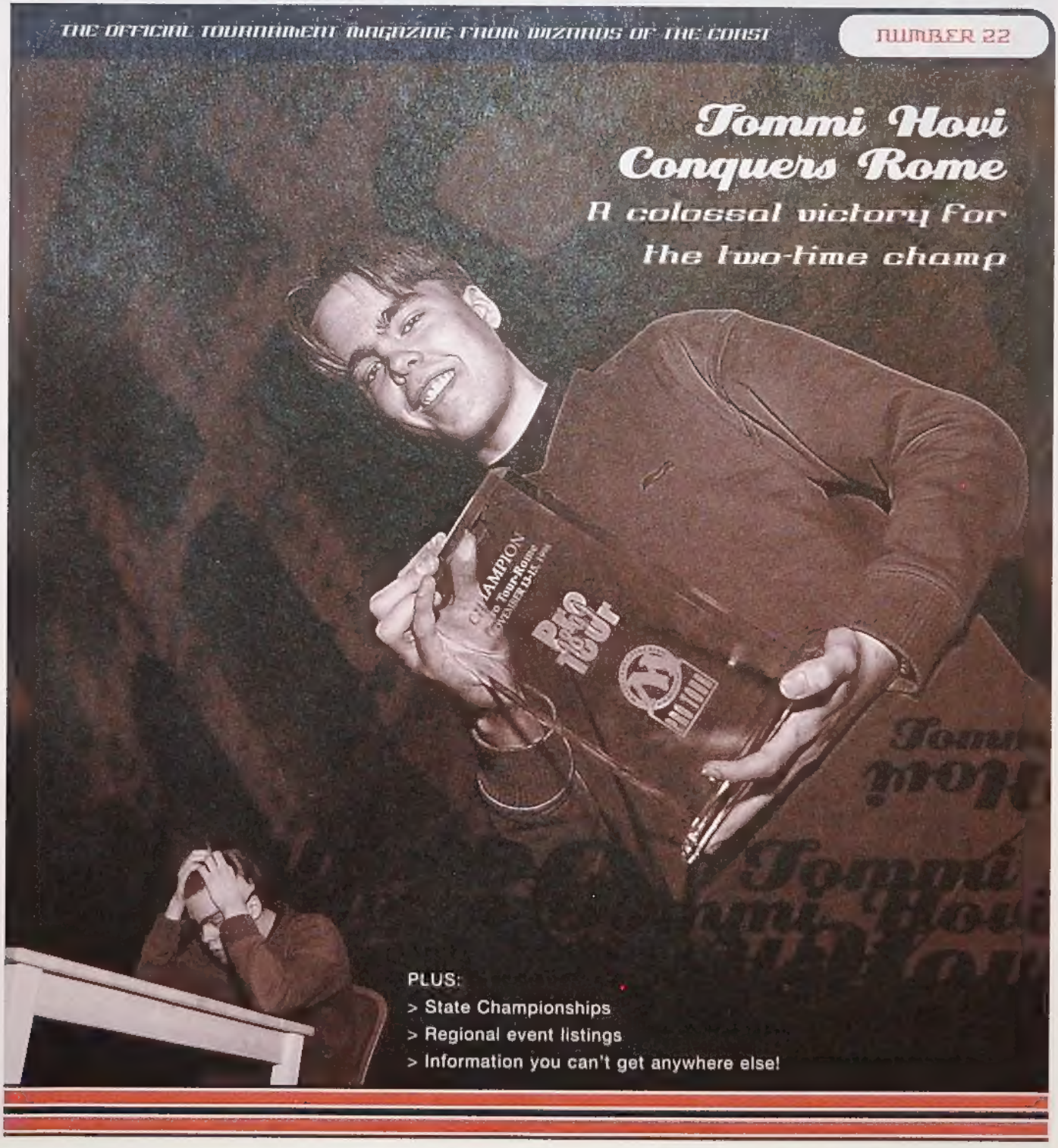

Tommi Hovi Conquers Rome

A colossal victory for the two-time champ

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Editor's Notes

After Pro Tour–Rome, the main question I wanted to answer was, "Exactly how well did the Tolarian Academy deck do?" After all, just because the winner was playing it doesn't necessarily mean that, on average, it did well in the tournament as a whole.

On pages 6 and 7, that question—and related questions like "What decks did the best?"—will hopefully be answered. Through a network of complicated databases and a surprising amount of data entry, the new "Hard Data" section should provide new insight into what really happened in Rome.

The result of these statistics reveals a few surprises: "Sligh" turned in a very disappointing performance, posting an overall losing record, and not posting a winning record against any of the popular decks. As Tolarian Academy now falls into the Banned List, we can only assume that Sligh decks will do even worse in the Pro Tour–New York Qualifiers.

Incidentally, throughout this issue, the "Academy" deck is frequently referred to as "Mind Over Mana." Since the deck was independently created by people across the Magic-playing world, we've chosen to use the name coined by the first Wizards of the Coast employee (who will remain anonymous, much to his annoyance) to make the deck. Incidentally, Pro Tour–Rome Champion Tommi Hovi's name for the deck was "Draw & Go."

—Monty Ashley

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Tommi Hovi Takes His Second

Pro Tour–Rome saw eighteen-year old Tommi Hovi be the first player to win two Pro Tour events, and the first European player to win a Pro Tour in Europe. Rome was generally a good tournament for Europe as European players occupied five out of eight spots in the final playoff.

A total of 266 players dusted off their Extended cards to play in the seventeenth Pro Tour event, held in Rome, Italy. From November 13 to 15, the lower regions of Grand Hotel Parco Dei Principi were crowded with Magic players as the battle raged on. Most of the name-players were present, with a few notable exceptions: Mark Justice and Mike Long. Rumors say that Long has quit playing Magic in order to take care of his business.

Already at the player meeting on Thursday, it was clear that there would be a lot of the "Mind Over Mana" (or "Academy") decks. Mind Over Mana players generate a lot of mana by discarding cards to Mind Over Matter to untap a Tolarian Academy powered by cheap artifacts. They then refill their hands by playing Windfall and Time Spiral, and eventually deliver the final blow by casting a giant Stroke of Genius. As the first day of play started, Rome probably had the world's highest concentration of Time Spirals. In addition to the deck that used Tolarian Academy, some players sported a different version that used High Tide to generate a lot of mana.

Time Spiral helped more than just generate mana. It also generated a lot of warnings, as many players couldn't remember that they had to declare which lands they wanted to untap when they announced the spell. In a tournament with the highest level of rules enforcement, forgetting means a warning and a "Sorry, but you don't get to untap any lands at all."

Great Whale also made an appearance in Rome, usually in combination with Recurring Nightmare and Triskelion. The Japanese players had put together an unusual "Pande Naught" deck that used Intuition, Yawgmoth's Will, and the not-so-hot "fixed Lotus"—Lion's Eye Diamond. Some people even played Merfolk decks in order to beat all the Academy decks, and both "Counter Sliver" and "Necro Sliver" were seen along with "Sligh," "Necro," "White Weenie," and "Green Creature Rush."

The variety of decks was reflected in the Top 8 after the first day. Swedish Pro Tour veteran Olle Råde and his white weenies were undefeated on top, with Rui Mariani and Eric Taylor close behind, both playing Academy. Another Swede, Andreas Jönsson, played his "10 Land Green" deck to place at number four, followed by Ben Farkas ("High Tide"), Justin Gary ("PT Jank"), Tim Glockner (Necro), and Terry Tsang (Sligh). Cries of joy could be heard as the rest of the Top 96 players were announced; all others were left to play in side events during Day 2 along with quite a few former champions: Pro Tour–Chicago Champion Dirk Baberowski did not make the cut, nor did World Champion Brian Selden, Pro Tour–L.A. Champion David Price, or European Champion Sturla Bingen.

As the second day went by, players came from behind while others fell back. Before the last round of Swiss, six players chose to draw into the Top 8: Erik Lauer (Mind Over Mana), Tommi Hovi (Mind Over Mana), Olle Råde (white weenie with red), Mark LePine (High Tide), André Konstanczer (black-red Necro), and Justin Gary (PT Jank). Seven other players had to fight for the last two spots, and after some tense games, Nicolas Labarre (Merfolk), Federico Dato (High Tide), and Dave Humpherys all landed on the necessary 31 points. Unfortunately for Humpherys, the two others had better tiebreakers, pushing him out of the Top 8.

Sunday morning the playing area was filled with chairs and TV monitors. Video cameras gave the audience a close-up view of the finals while Randy Buehler and Sigurd Eskeland made sure everybody knew what was going on. In the quarterfinals, Råde played Konstanczer, Gary played Hovi, Dato played LePine, and Lauer played Labarre. In the Lauer/Labarre matchup, Labarre's fish didn't have much respect for first-seed Lauer, so Labarre beat Lauer in three games to one. Meanwhile, both Hovi and Råde won their matches, and finally, after the two-and-a-half-hour time limit ran out in the middle of Game 3, the Italian Dato won his match 2–1.

In the semifinals, Hovi defeated Råde in three straight games, while Labarre was happy about meeting his tenth Time Spiral deck to beat Dato 3–1. His 10–0 record against Time Spiral decks made him the favorite going into the finals, but his winning streak was to end there. The Frenchman kept drawing weak cards and was generally unable to draw Force of Will except in one game. So after four games, Tommi Hovi could finally let the smile out as he Stroked Labarre for 53 damage to win Pro Tour–Rome and $25,000 cash (about 47,500,000 lire).

—Kim Eikefet

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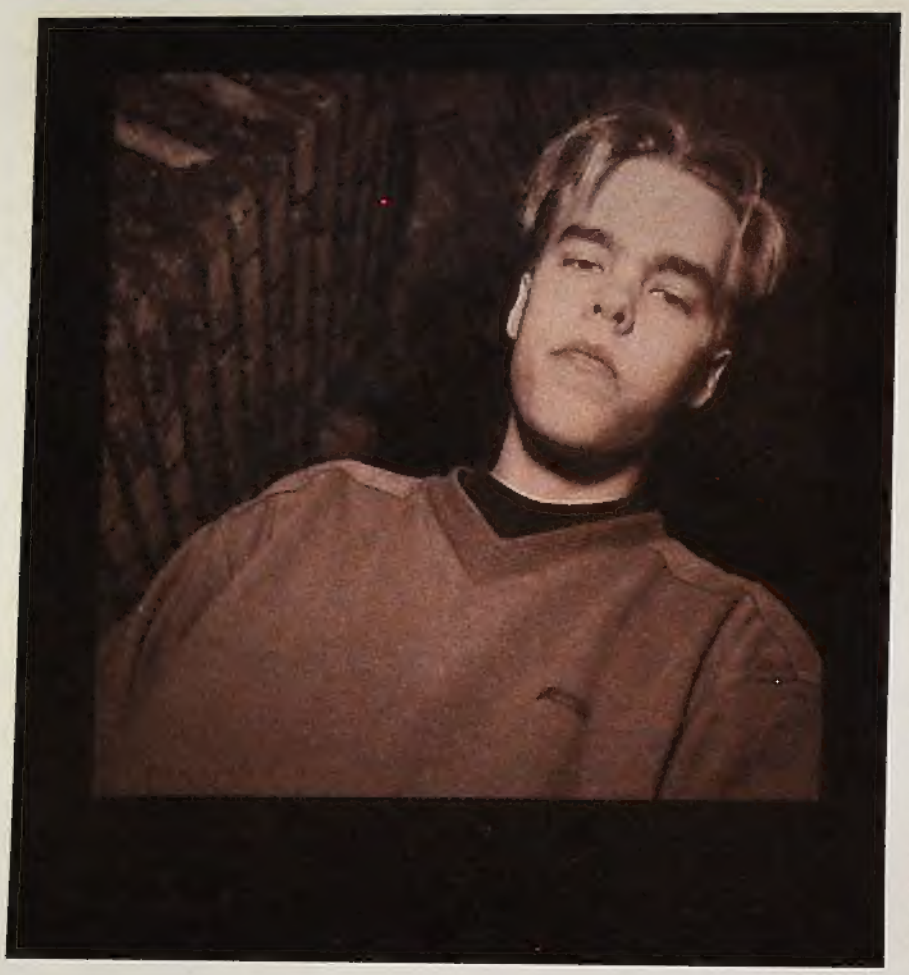
Pro Tour-Rome Champion

Hovi: Veni, Vidi, Vici



"After Chicago I had done three bad tourneys, so I wasn't sure if I was a good player anymore. That's why the victory in Rome felt so good," Tommi Hovi said, smiling. He is the first player ever to win two Pro Tour events.

When Hovi lifted his trophy and the big check in Rome, it had been almost two years since he claimed victory in Pro Tour–L.A. '97. The eighteen-year-old high school student from Finland hasn't played much Magic lately. Few people play in Kariina where he lives, and most of those who do play are largely not professional-caliber players. But those players were the ones Hovi had to turn to in order to playtest.

"I copied the Academy deck off the Dojo and played Type II against the players in my area, just to know how the deck felt. I knew the deck was good, because a not-so-good player went 9–0 with it in a tournament. But I didn't know it was this broken," Hovi admitted.

In Rome, Hovi got both turn-two kills and turn-three kills, and the deck performed well against most other decks. It even cruised to victory against its biggest threat, the Merfolk deck. This victory gave Hovi $25,000 and a nice trophy for his room.

The Finn is characterized most by how he plays fast, but correctly. In addition, he sees smart solutions to problems he encounters in his games, like when he Arcane Denialed his own Mox Diamond to draw cards when he couldn't draw any other card drawers. But he doesn't make smart moves all the time.

"In one game my opponent had a Tolarian Academy in play, and I played an extra one and started to untap it with my Mind Over Matter. I knew I couldn't do that, but I forgot," the victor grinned.

Anyway, Hovi prefers constructed-deck play because he feels these formats give him more options. Many people also like to connect his name to the card Stasis.

"I play mostly blue, counters, or combo decks. But I just played Stasis because I thought it was good. Now, other decks are better," he said, destroying the old Stasis myth. He also denied that he goes ski jumping in his spare time, like the commentators in Rome suggested. (Sigurd Eskeland referred to Hovi at one point as "a healthy sports kid.") Hovi isn't very sporty; he prefers music, and plays the saxophone. When he was ten, he was even in a musical class.

"I played the piano and had to be on stage a lot. That's why I don't feel any pressure when the cameras are on me. I don't like performing, but I'm more used to it, I guess."

That can come in handy. Now that Hovi is the first player to win two Pro Tour events, he is likely to get even more attention. But he likes that people recognize him as a good player.

"This was bigger for me than LA. Back then, people didn't think I was a good player, just lucky. Now I've proven that I'm good."

–Kim Eikefet

Pro Tour-Rome Finals

Recap

The final match of Pro Tour–Rome was a battle between "Academy" and "Anti-Academy." Nicolas Labarre and his "Curious Fish" had previously in the tournament met and defeated ten Academy/Time Spiral decks, and few people believed that Tommi Hovi could possibly win against the tough matchup.

However, in Game 1 Labarre kept drawing a weak hand: he had two Wastelands but lacked early pressure or countermagic spells. So, while Labarre played lands, Hovi played several artifacts and filled up his hand by using Stroke of Genius on himself. After doing this twice without being interrupted, he played Mind Over Matter, understanding that Labarre had a pretty bad draw.

Labarre, unable to draw countermagic, finally had to play a Nevinyrral's Disk, which was Power Sinked. That was the opportunity Hovi had been waiting for. During his next main phase, he cast Time Spiral, followed up by an Intuition for Abeyance. Labarre was still unable to draw Force of Will, and as the Abeyance went uncountered, Hovi easily Stroked Labarre to death.

Match Score: Hovi 1, Labarre 0

After the unexpected easy victory in the first duel, Hovi sideboarded out three Lotus Petals for two Red Elemental Blasts and an Arcane Denial. Labarre chose to take out four Man-o'-Wars, a Nevinyrral's Disk, and a Waterspout Djinn for two Disrupts, two Force Spikes, and two Hydroblasts.

Labarre chose to go first, but couldn't summon a first-round creature this time either. Hovi got a very good start, playing a Lotus Petal, a Tolarian Academy, a Mox Diamond, and a Voltaic Key, while holding a Red Elemental Blast in his hand. Labarre played another land, and chose to end his turn as he held a Counterspell. That didn't help much. During his next turn, Hovi wasted another Tolarian Academy in order to play Mind Over Matter, backed up by the Elemental Blast.

Out came Labarre's first fish of the finals, a Merfolk Trader, which turned out to be curious. That is, Labarre played "Curiosity" on it, giving him a free card in hand for every time the Merfolk damaged Hovi. Hovi couldn't draw any card drawers, but he Arcane Denialed his own Mox Diamond to draw three cards at the beginning of Labarre's turn, a key play that gave him a Scroll Rack. And by tapping Labarre's Trader, Hovi bought himself enough time to get what he needed.

Match Score: Hovi 2, Labarre 0

Game 3 proved how Labarre had defeated all those other Time Spiral decks. A first-turn Manta Rider, followed by a Curiosity and a Wasteland for Hovi's Tundra gave him the advantage from the start. Out came the Lord, and with a handful of permission, including two Force of Wills, Labarre cruised in for the victory after just a few minutes.

Match Score: Hovi 2, Labarre 1

Finally Hovi got to play first, and the Finn drew a really good hand that would allow him to Windfall on his first turn. Unfortunately, Labarre had to Mulligan (thus reducing the number of cards Hovi would get for the Windfall), keeping his next hand with a Force of Will. Still, Hovi went for the first-turn Windfall, but as Labarre tried to Force it, he had to waste a Lotus Petal to blast the Force, and he only got to draw four cards.

During his next turn, Hovi got through a Time Spiral, but didn't really get anything useful. Labarre, on the other hand, got out some Merfolk, wasted Hovi's Tolarian Academy, and kept countermana untapped. But when he tried to play Curiosity on his fish, the Trader was blasted away, and when he tried to cast a new threat, Hovi tapped him out by Power Sinking his spell.

Hovi then Intuitioned for a Tolarian Academy, played it, and cast Time Spiral. In response, Labarre cast Stroke of Genius just to Arcane Denial it, so that he would get to draw three cards at the beginning of the next turn.

But the next turn wouldn't come. Labarre drew no Force of Will after the Spiral, and topdecking a Mind Over Matter from his Abeyance, Hovi had everything he needed and eventually Stroked Labarre for 53 damage to win Pro Tour–Rome.

Final Match Score: Hovi 3, Labarre 1

Pro Tour-Rome Finalist

Labarre and the Fish

"My goal was mainly to make the second day, and to finish first among the other Merfolk decks."

Nicolas Labarre of France, a twenty-one-year-old student and science fiction writer, has astounded everyone by making the finals of his first Pro Tour event while playing a "Fish" deck.

Labarre has been playing Magic for over four years, but he only started attending tournaments this year and finally qualified for a Pro Tour event. Early on, Labarre decided he was going to play some kind of weenie control deck in Rome. He tried several things but finally settled on playing a "Merfolk" strategy, about a week before Pro Tour–Rome. "I felt it [would] do well," Labarre explained. "The funny thing is I didn't get to playtest against "Academy," since nobody had the cards to build one in Rennes, so I played mostly against "LLL" [Legion Land Loss] and "PT Jank," and tuned the deck to be able to beat those. It turned out that four Force of Wills and four Wastelands did wreck the Academy."

Having played a total of sixteen rounds during Pro Tour–Rome, Labarre was fortunate to face a total of eleven Academy or "High Tide" decks. Blue weenie creatures backed him up with countermagic, and Force of Will proved too much to handle for most of his opponents. By the end of the weekend, Labarre had a 10–0 record against Academy and was about to face Tommi Hovi, playing yet another "Mind Over Mana" deck in the finals. This was the first time many Pro Tour insiders actually predicted that a Fish deck would win an event.

Hovi was not about to give up easily, however. He played his best and managed to defeat Labarre 3–1. "He played perfectly. Really perfectly. He deserves his victory," Labarre commented about the match.

Labarre, happy with having made the finals of his first Pro Tour event ever is busy playtesting for Pro Tour–L.A. and looking forward to the *Urza's Saga*–block format at Pro Tour–N.Y. This is only to be expected; several "Summon Merfolk" creatures await in the Urza cycle.

–Alex Shvartsman

Semifinalist
Federico Dato

The lone Italian player in the Top 8, Federico Dato defended the honor of his country with an excellent performance. Dato is a twenty-one-year-old student residing in Rome, only ten minutes away from the tournament site. Although Dato hasn't placed high in the Pro Tour in the past, this was his sixth Pro Tour event and he was determined to do well.

Dato started his playtesting process by loading a list of all legal cards in the Extended format into the Apprentice software and carefully studying it. He came up with a red-blue "Mana Flare" deck, but soon discovered "High Tide" and it all clicked into place. Dato's mono-blue Tide deck was in many ways similar to Academy strategies. It was slightly slower, but many of the anti-Academy cards were useless against it. Several players designed Tide decks but Dato's version was best, using cards others simply didn't think of, such as Merchant Scroll and Turnabout.

Federico Dato's innovative deck design earned him a fourth-place finish and over $8,000 in prize money.

—Alex Shvartsman

Semifinalist
Mark LePine

"I had to borrow all the expensive cards from other people, and I still had some left to get the morning before the tournament started," Mark LePine said, smiling. His borrowed "High Tide" deck took him all the way to the Top 8 in Pro Tour–Rome.

The sixteen-year-old high school student from Merrimack, New Hampshire, was both excited and relieved after finishing third in Rome—his best performance ever. But in spite of his young age, LePine is no newcomer to the game. He started playing three and a half years ago, and has played in a lot of Pro Tour events since then. In Mainz, he even finished in seventh place. Still, he didn't expect the good result in Rome.

"This was one of the first times I've played the deck, and I had never played it against Academy. But it was either this or Sligh. I was going back and forth but chose High Tide since I got the cards in time. The deck is really good against pretty much everything, except for Merfolk," LePine explained.

The deck's strength against different deck types proved important, as LePine had to face many different strategies throughout the tournament. And the good result netted him a $10,000 prize. But in spite of the money, LePine doesn't plan on being a professional Magic player.

"It's fun to play competitively and to win money, and I guess I would like to be a World Champion . . . who wouldn't? But I try not to set goals, and take everything day by day."

—Kim Eikefet

Quarterfinalist
Justin Gary

"I would have played the Academy but could not find the cards in time," admitted 1997 U.S. National Champion Justin Gary. At 18, Gary is a student of international politics at Dartmouth College and a Magic veteran, having placed twenty-third in Worlds '97, and in the Top 32 at Pro Tour–Chicago '97 and Pro Tour–New York '98.

With college and other commitments, Gary does not have quite as much time to play anymore—but he made an effort to prepare for Pro Tour–Rome, having playtested five hours a day for two weeks. In the end, Gary went with an old favorite—a "PT Jank" deck—basically a white weenie deck with splashes of red and blue. Gary felt this deck could take on Academy and stand up against other decks. The playtesting paid off as Gary finished in sixth place overall.

—Alex Shvartsman

Quarterfinalist
André Konstanczer

Before Pro Tour–Rome, André Konstanczer had the worst feeling he'd ever had before a Pro Tour event: "I didn't like the deck that much," he admitted, both surprised and satisfied after his Top 8 finish.

The twenty-three-year-old professional Magic player from Aschaffenburg, Germany (just outside Frankfurt) playtested extensively before Rome, and ended up with two possible decks: either mono-black Necro or black-red Necro.

"I chose to play the black-red version because I had a strong sideboard with Perish, Dread of Night, Pyroblasts, and Meltdown. The deck's big weakness was Sligh. I didn't meet any Sligh decks, but if I had met two or three of them, I wouldn't have made the finals," Konstanczer said, smiling.

Konstanczer has attended ten Pro Tour events to date: six times he's made the Top 20, but this was his first Top 8 performance.

"I'm very happy to make the final eight. It's strange, I've finished at 19 and at 8 in the two Extended Pro Tours, and I don't even like Extended. I like limited resources of cards. But I guess what's important is luck—and a good deck."

—Kim Eikefet

Quarterfinalist
Erik Lauer

Often called "the Mad Genius of Magic," Erik Lauer of Team CMU is always a visible presence at a Pro Tour event. Lauer, 31, is a graduate student in math at Carnegie-Mellon University (the alma mater gave Team CMU its name). Although Lauer is best known for his deckbuilding skills, he boasts several top finishes in the past, including a fifteenth-place finish at Pro Tour–Chicago '98 and a second-place finish in Grand Prix–Toronto.

Like many other top competitors, Lauer elected to play the "Mind Over Mana" deck in Rome. His version was significantly different, though, using only one Stroke of Genius and several Vampiric Tutors. "This is much more flexible," Lauer explained. "You can get sideboard cards more easily and, when you think about it, you don't need more than one Stroke." The unorthodox deck design has worked out, landing Lauer in seventh place of this event.

–Alex Shvartsman

Quarterfinalist
Olle Råde

"I'm tired of Magic. I've played in ten Pro Tours, and it's just the same thing. Besides, there's a lot of power gaming, and everybody accuses everybody of cheating," Olle Råde said after becoming the first player to reach the Top 8 in five Pro Tour events.

The nineteen-year-old Swede has chosen to focus on school instead of Magic, and went to Rome just because another qualified player from Gothenburg talked him into it. No one can dispute the fact that he's talented, though. In Rome, he just picked up a deck and proceeded to reach the Top 8 with his white weenies.

"I like to play creature decks, because you don't have to think so much. Academy is stressful to play; you have to stop to breathe after each duel."

Even though he is satisfied with the result, he thinks he could have done better. Actually, he believes that he'd have won if he'd beaten Tommi Hovi. That match was, according to the commentators, "a match where both players were staring intensively at the back of their decks," as both Hovi and Råde are known for their card-back reading skills. Some on the tour believe that both Råde and Hovi can tell at a glance what expansion a given card is from.

"It didn't help me much, but I guess Hovi saw that I didn't have any Pyroblasts (Ice Age), and that he could get off safely. So I guess he had an advantage."

–Kim Eikefet

Top Eight Deck Analyses

Tommi Hovi, Erik Lauer, Mark LePine, Federico Dato

Four of the Top 8 players at Pro Tour–Rome, including Champion Tommi Hovi, played versions of the "Mind Over Mana" deck. Most of the metagaming at Pro Tour–Rome revolved around this deck—either playing it, or beating it.

Mind Over Mana is a combo deck, reminiscent of "Prosperous Bloom." The deck mixes Mind Over Matter, land that can tap for more than one mana, and card-drawing spells to form an ever-increasing mana generation loop. The player eventually wins by casting a huge Stroke of Genius.

Tommi Hovi and Erik Lauer played the "Tolarian Academy" version of the deck, using Academies and a fistful of zero-cost artifacts to produce large amounts of blue mana. Hovi's version was three-colored, using white for Abeyance and red for the sideboarded Red Elemental Blast and "Mox Monkey" (Gorilla Shaman). Along with the zero-cost artifacts he included three Voltaic Keys. These combined well with the Mana Vaults that are ubiquitous in Academy decks. He also used four Ancient Tombs. Between Tombs and Mana Vaults, he was often able to "go off" even without drawing an Academy. Hovi used Intuition as his "search and retrieve" card, so all of his key cards were in threes.

Lauer's version used all five colors. Lauer said this "gives me an edge against many decks in that I can have Vampiric Tutors to select which card...sideboard in one card which destroys the deck, and draw it in most of the games." The Tutors also helped Lauer get away with using only one copy of Mind Over Matter and Stroke of Genius, leaving room for four Impulses. Lauer and Hovi used mostly the same artifacts, but Lauer chose Urza's Baubles rather than Hovi's Voltaic Keys. The Baubles pump the Academy in mid to late game, and can be sacrificed for another card draw if drawn at the beginning.

Mark LePine and Federico Dato played the "High Tide" version of Mind Over Mana. Instead of Tolarian Academy and other special lands, this deck uses 100% islands, along with High Tide to make the islands produce extra mana. LePine's deck was designed by Jason Opalka: "It was sort of a joke one day and it ended up doing really well, so we kept on playing it," said LePine. "I never really played the Academy version, but I've seen it, and I figured it has more deficiencies—you can have your Academy Wastelanded or you can have all your artifacts blown up or something like that. High Tide is just counters and the combo."

Dato had similar comments: "I didn't like Academy because I think it's harder. It needs more cards to win...more permanents, so many artifacts in play. The High Tide needs nothing because [you need] the Mind Over Mana [in the] middle game, not the early game."

Since the High Tide deck doesn't need artifacts, it has plenty of room for countermagic and additional search and retrieve spells. LePine's deck contained fourteen assorted counterspells in the main deck. Dato's version had only eight, but he also ran four Turnabouts as main-deck cards. These can shut down the opponent for a turn almost as effectively as Abeyance (tap creatures to give one extra turn of survival against a creature rush, or even untap your own lands in a pinch if you haven't yet drawn Mind Over Matter). Dato also included Merchant Scroll, a blue tutor-like spell overlooked by most players.

—Beth Moursund

Top Four Decklists

Tommi Hovi's Deck

SPELLS (41)

3 Abeyance
3 Intuition
4 Lotus Petal
4 Mana Vault
3 Mind Over Matter
4 Mox Diamond
3 Power Sink
2 Scroll Rack
4 Stroke of Genius
4 Time Spiral
3 Voltaic Key
4 Windfall

LANDS (19)

4 Ancient Tomb
3 City of Brass
4 Tolarian Academy
4 Tundra
4 Volcanic Island

SIDEBOARD

1 Arcane Denial
4 Chill
4 Gorilla Shaman
2 Red Elemental Blast
4 Wasteland

Nicolas Labarre's Deck

CREATURES (23)

4 Lord of Atlantis
4 Man-o'-War
4 Manta Riders
4 Merfolk Trader
4 Suq'Ata Firewalker
3 Waterspout Djinn

SPELLS (15)

4 Counterspell
2 Curiosity
4 Force of Will
2 Force Spike
3 Nevinyrral's Disk

LANDS (22)

18 Island
4 Wasteland

SIDEBOARD

2 Bottle Gnomes
2 Disrupt
2 Force Spike
4 Hydroblast
1 Nevinyrral's Disk
2 Phyrexian Furnace
2 Serrated Arrows

Mark LePine's Deck

SPELLS (37)

3 Arcane Denial
4 Counterspell
4 Force of Will
3 Force Spike
4 High Tide
4 Impulse
4 Intuition
3 Mind Over Matter
4 Stroke of Genius
4 Time Spiral

LANDS (23)

23 Island

SIDEBOARD

2 Boomerang
4 Chill
4 Energy Flux
3 Hydroblast
2 Rebound

Federico Dato's Deck

SPELLS (38)

4 Arcane Denial
4 Force of Will
4 High Tide
4 Impulse
4 Intuition
2 Merchant Scroll
3 Mind Over Matter
1 Rescind
4 Stroke of Genius
4 Time Spiral
4 Turnabout

LANDS (22)

22 Island

SIDEBOARD

3 Counterspell
3 Disrupt
3 Hydroblast
2 Mana Web
2 Rescind
2 Vision Charm

Top Eight Deck Analysis

Nicolas Labarre, Olle Råde, Justin Gary, André Konstanczer

Nicolas Labarre

Nicolas Labarre was the wild card of the Rome playoffs. Of all the decks anticipated for the tournament, no one predicted that a "Fish" deck would make the top. In the metagame, however, Labarre's deck succeeded by being amazingly effective against Mind Over Mana decks. Labarre defeated all eight that he played against in the Swiss rounds, and two more in the finals.

Labarre designed the deck as "weenie control" specifically to beat the Academy decks. To this end, he included four Force of Wills and four Wastelands in his main deck. The deck also featured a horde of small creatures (twenty in all) and three Waterspout Djinns, along with Curiosity and additional countermagic. In many games, he was able to play a first-turn Manta Riders followed by a second-turn Curiosity; this put his Mind Over Mana opponents under a countdown clock and usually gave him enough card advantage to out-counter them when they tried to "go off."

Labarre said that before he settled on this deck he tested white weenie plus controls but it didn't work well. He decided against "Counter Sliver" because it would force him to play Winged Sliver: "I don't want to play a 1/1 flying for two mana. So I ended up playing Fish, saying that it would definitely be a fun deck."

Olle Råde
Justin Gary

Olle Råde and Justin Gary played versions of an old standby called—by some players—"PT Jank." It's basically a white-weenie deck with red for direct damage and (in some cases) a few other creatures. Råde called his "the famous White Ninja deck" and said it was designed by Martin Cedercrantz. "We basically metagamed to beat Necro, Academy, and Sligh," he said. Råde only played against five Mind Over Mana decks in the Swiss rounds, but Gary faced eleven.

Both decks featured the same core of standard cards: White Knights, Savannah Lions, Soltari Priests, Tithe for mana development and deck thinning, Lightning Bolt and Cursed Scroll for direct damage, Swords to Plowshares for creature removal, and Disenchant and/or Aura of Silence for enchantment and artifact destruction. Råde added Jackal Pups to his deck for faster creature damage and Paladin *en*-Vecs for extra strength against Sligh and Necro opponents. Gary went with Suq'Ata Lancers and Warrior *en*-Kors, along with one Gorilla Shaman (and two more in the sideboard) to blow away the Academy deck's zero-cost artifacts. Råde also included four Mox Diamonds for additional mana.

Both players included some lands to supplement their creature supply: Råde chose two Kjeldoran Outposts, while Gary went with four Mishra's Factories. Both cards are strong against permission-based decks (though still vulnerable to Wastelands), since they can't be stopped by counterspells.

"The key to the deck is quick creatures," said Gary. "[The deck] develops really quickly. It has Cursed Scrolls and things for consistency, but for this tournament the advantage is that white gets all of the artifact removal. After sideboarding I get three Disenchants, four Auras, and then Abeyances which are amazing against [Mind Over Mana] decks, and then red gives me Pyroblasts."

André Konstanczer

André Konstanczer's deck combined the old with the new. At first glance it looks like a traditional black-red Necrodeck, tending away from the original weenie-plus-direct-damage toward the "Lake Drain" side of the family. Konstanczer supplemented the universal four Hymn to Tourachs with four Duresses, and used only four Knights along with three larger creatures (a Sengir Vampire and two regenerating Sedge Trolls). Demonic Consultation and Contagion are also almost universal in this type of deck, and Konstanczer's was no exception.

However, Konstanczer had one extra trick up his sleeve: Yawgmoth's Will. This card allowed him to cast a big Drain Life using Dark Rituals and Lake of the Dead, then turn around and do the same thing the next turn for a one-card cost. This tactic proved devastating. Occasionally he would win by creature damage, but normally, he said, the creatures "are only to keep the opponent busy until you can finish him with Drain Life."

Konstanczer chose not to use Nevinyrral's Disk, a staple of most Necrodecks. He felt that the strength of Yawgmoth's Will made this much less risky than it otherwise would be. Leaving out the Disk can also help in the mental game. "We have no problems with Disenchants and artifact destruction in the first game, and we hopefully get more stuff sideboarded against us because they expect we will use Disks," he commented.

Konstanczer said that the deck's main problem is that it loses against Sligh—but luckily he didn't face any Sligh decks in the whole tournament.

—*Beth Moursund*

Bottom Four Decklists

Olle Råde's Deck

CREATURES (17)
4 Jackal Pup
3 Paladin *en*-Vec
4 Savannah Lions
2 Soltari Priest
4 White Knight

SPELLS (22)
1 Armageddon
4 Aura of Silence
3 Cursed Scroll
4 Lightning Bolt
4 Mox Diamond
2 Swords to Plowshares
4 Tithe

LANDS (21)
2 City of Brass
2 Gemstone Mine
2 Kjeldoran Outpost
7 Plains
4 Plateau
4 Wasteland

SIDEBOARD
1 Disenchant
2 Karma
2 Pyroblast
2 Red Elemental Blast
2 Serrated Arrows
1 Suleiman's Legacy
1 Swords to Plowshares
4 Warmth

Justin Gary's Deck

CREATURES (17)
1 Gorilla Shaman
4 Savannah Lions
4 Soltari Priest
2 Suq'Ata Lancer
2 Warrior *en*-Kor
4 White Knight

SPELLS (23)
2 Aura of Silence
4 Cursed Scroll
2 Disenchant
2 Incinerate
4 Lightning Bolt
3 Swords to Plowshares
4 Tithe

LANDS (22)
3 Flood Plains
4 Mishra's Factory
6 Plains
4 Plateau
1 Tundra
4 Wasteland

SIDEBOARD
2 Abeyance
2 Aura of Silence
1 Disenchant
1 Dwarven Miner
1 Firestorm
2 Gorilla Shaman
2 Honorable Passage
4 Pyroblast

Erik Lauer's Deck

SPELLS (41)
3 Abeyance
3 Counterspell
4 Impulse
4 Lotus Petal
4 Mana Vault
1 Mind Over Matter
4 Mox Diamond
3 Scroll Rack
1 Stroke of Genius
4 Time Spiral
3 Urza's Bauble
3 Vampiric Tutor
4 Windfall

LANDS (21)
3 City of Brass
4 Tolarian Academy
3 Tundra
4 Underground Sea
3 Volcanic Island
4 Wasteland

SIDEBOARD
1 Abeyance
1 Capsize
4 Chill
1 City of Solitude
1 Gloom
1 Gorilla Shaman
1 Hydroblast
1 Jester's Cap
1 Perish
3 Pyroblast

André Konstanczer's Deck

CREATURES (7)
4 Knight of Stromgald
2 Sedge Troll
1 Sengir Vampire

SPELLS (29)
3 Contagion
4 Dark Ritual
3 Demonic Consultation
4 Drain Life
4 Duress
2 Firestorm
4 Hymn to Tourach
4 Necropotence
2 Yawgmoth's Will

LANDS (23)
2 Bad River
4 Badlands
2 Lake of the Dead
2 Sulfurous Springs
9 Swamp
4 Wasteland

SIDEBOARD
4 Bottle Gnomes
2 Dread of Night
2 Meltdown
1 Perish
4 Pyroblast
1 Spinning Darkness

HARD DATA

At Pro Tour–Rome, a total of 1,210 matches (counting intentional draws, but not counting bye matches) were played. Working on the theory that this number represents a large enough playtest sample to yield interesting numbers, the *Sideboard* has calculated each deck's performance against the other decks in the field.

The more matches played by the deck, the more accurate the numbers are likely to be. If only one person played a given deck type, that person's finish is clearly a result of both the deck and the player's ability. However, when fifty-four people played decks that were roughly similar (Sligh, for example), the players' abilities are averaged out of the results.

–Monty Ashley

Deck Breakdown

Deck	Day 1	Day 2	Average Finish
Mind Over Matter/Academy	45	20	121
High Tide	12	8	89
Sligh	54	17	137
Survival/Nightmare	31	15	107
Necro	20	8	125
LLL (Legion Land Loss)	15	5	161
PT Jank	8	4	116
Merfolk	3	3	34
Pande Naught	10	3	
Recurring Whale	8	2	

Deck	Day 1	Day 2	Average Finish
White Weenie	7	1	
Black Discard	6	2	
Draw & Go	5	1	
Stompy	5	1	
Pebbles	5	1	
Necro Sliver	4	2	
Counter Phoenix	5	0	
Reap Lace	2	0	
Cradle Run	1	0	

Hard Data: Deck Stats

Academy Deck (Mind Over Mana)

Overall record against non-Academy decks:
170–130–29

Against specific decks:

vs. High Tide: 6–11–7

vs. Sligh: 38–38–4

vs. Survival/Nightmare: 36–16–5

vs. Necro: 13–10–2

vs. LLL (Legion Land Loss): 12–4

vs. PT Jank: 7–13–1

vs. Merfolk: 2–11

Note: Less than half of the players playing this deck made it to the second day, but it was still the most represented deck on Day 2. Two Academy decks were present in the Top 8; of the other four deck types represented, three (Merfolk, PT Jank, and High Tide) had a winning record against it. Hovi still took it all the way.

High Tide

Overall record against non-High Tide decks:
74–42–11

Against specific decks:

vs. Academy: 11–6–7

vs. Sligh: 12–10

vs. Survival/Nightmare: 13–4–2

vs. Necro: 8–4–1

vs. LLL (Legion Land Loss): 7–1–1

vs. PT Jank: 6–3–1

vs. Merfolk: 0–2

Note: This deck was widely considered a variant of the Academy-based deck, but it had a better record against every deck type except Merfolk; Nicolas Labarre's two wins were the only two times those two decks met.

LLL (Legion Land Loss)

Overall record against non-LLL decks:
48–68–3

Against specific decks:

vs. Academy: 4–12

vs. High Tide: 1–7–1

vs. Sligh: 14–12

vs. Survival/Nightmare: 5–12–1

vs. Necro: 3–8

vs. PT Jank: 4–2

vs. Merfolk: 1–1

Note: Five of the fifteen LLL decks made it to Day 2. It had a winning record against only Sligh and PT Jank. The highest finish was by its creator, Raphael Levy, at twenty-second place.

PT Jank

Overall record against non-PT Jank decks:
42–36–6

Against specific decks:

vs. Academy: 13–7–1

vs. High Tide: 3–6–1

vs. Sligh: 8–4

vs. Survival/Nightmare: 1–5–1

vs. Necro: 8–4

vs. LLL (Legion Land Loss): 2–4

vs. Merfolk: 1–0

Note: Half of the eight PT Jank decks made it to Day 2. These numbers are fairly inconclusive, but it's interesting that it had a winning record against one Time Spiral deck (Academy), and a losing record against the other (High Tide).

Survival of the Fittest
Sacrifice a creature: Search your library for a creature card, reveal that card to all players, and put it into your hand. Then shuffle your library.

Survival/Nightmare

Overall record against non-Survival/Nightmare decks: 136–116–14

Against specific decks:

vs. Academy: 16–36–5

vs. High Tide: 4–13–2

vs. Sligh: 43–13

vs. Necro: 17–12

vs. LLL (Legion Land Loss): 12–5–1

vs. PT Jank: 5–1–1

vs. Merfolk: 2–4

Note: This includes all decks with both Survival of the Fittest and Recurring Nightmare, regardless of whether Living Death was in the deck. Fifteen out of the thirty-one decks made it to Day 2, but none made it to the Top 8. This deck's winning percentage was only 0.5% worse than Academy's (51.6% vs. 51.5%). The highest finisher was Nathan Heiss, at thirteenth place.

Sligh

Overall record against non-Sligh decks:
159–189–8

Against specific decks:

vs. Academy: 38–38–4

vs. High Tide: 10–12

vs. Survival/Nightmare: 13–43

vs. Necro: 18–21–1

vs. LLL (Legion Land Loss): 12–14

vs. PT Jank: 4–8

vs. Merfolk: 3–3–1

Note: At the beginning of the tournament, there were more Sligh decks than any other deck, but less than 40% of the Sligh decks made it to Day 2; it was the second-most represented deck on the second day. Sligh finished with a losing record, and didn't have a winning record against any deck type in the field, losing particularly badly to Survival/Nightmare. The eight draws are mostly intentional draws at the end of Day 1 and 2. There were no Sligh decks in the Top 8; the highest finish was eleventh place.

Necropotence
Skip your draw phase.
Whenever you discard a card, remove that card from the game.
Pay 1 life: Set aside the top card of your library. Put that card into your hand at the beginning of your next discard phase.

Necro

Overall record against non-Necro decks:
85–79–6

Against specific decks:

vs. Academy: 10–13–2

vs. High Tide: 4–8–1

vs. Sligh: 21–18–1

vs. Survival/Nightmare: 12–17

vs. LLL (Legion Land Loss): 8–3

vs. PT Jank: 4–8

vs. Merfolk: 4–2

Note: These numbers don't include "Necro Sliver" decks. The only deck type against which Necro had a winning record was Sligh, which is surprising since Sligh originally came on the scene to end Necro's "Black Summer." Only eight out of twenty Necro decks made it to Day 2.

Merfolk

Overall record against non-Merfolk decks:
28–16–1

Against specific decks:

vs. Academy: 11–2

vs. High Tide: 2–0

vs. Sligh: 3–3–1

vs. Survival/Nightmare: 4–2

vs. Necro: 2–4

vs. LLL (Legion Land Loss): 1–1

vs. PT Jank: 0–1

Note: Only three Merfolk decks were represented at the tournament; all three made it to Day 2, and one made it to the Top 8. The deck's winning percentage was over 60%; without Academy or High Tide, its record would have been 15–14–1.

State Championships

Recap

Prior to this year's State Championships, the *Urza's Saga* card set was introduced to the Standard format while the *Mirage*, *Visions*, and *Weatherlight* cards were removed. During Pro Tour–Chicago and the *Urza's Saga* Prereleases held that weekend, talk centered around the "Sligh" deck gaining very little, while a new card, Tolarian Academy, opened up several new frontiers in deck design. Early on, players thought that control would dominate the scene; they figured decks centering around the Academy and Winter Orb to be the favorites to come out on top.

Early testing did prove the viability of Tolarian Academy, but not in the way many felt it would be used. Combining cards that many of the top players considered overpowered at first glance (Time Spiral, Tolarian Academy, Stroke of Genius), the "Academy" deck proved to be the deciding force in most State Championships. Not only did it manage to produce the second-highest number of State Champions (fifteen), but it dictated how non-Academy players went about testing and sideboarding. Not since the "Black Summer" of 1996 has one deck type produced so much sideboarding hate as the Academy deck. The following paragraphs take a detailed look at how the major deck types fared and how they were affected by the Academy.

"Sligh"
Taking home the highest number of State Championships this year (twenty), the Sligh deck once again proved its dominance in the Standard environment. Thought by many to be unviable in the new Standard format due to its loss of Fireblast and Hammer of Bogardan, the Sligh deck, though weakened, still proved a formidable foe. Several creature cards made appearances for the first time and proved their worth in replacing older standbys. Goblin Patrol, Goblin Lackey, and Goblin Cadet found themselves replacing the Mogg Raiders, Raging Goblin, and Ironclaw Orcs, while Goblin War Buggy, Shivan Raptor, and Lightning Dragon saw limited, though consistent use. In the sideboard, several players included Vug Lizard when challenged by other Sligh decks, but seven or eight of the cards were generally reserved for the Academy deck.

Academy Factor: Considered too slow to win with all the "Recurring Nightmare" decks being played, Sligh gained tremendously thanks to the Academy deck. With Academy in existence and many believing that Sligh wouldn't show up in great numbers, players chose to ignore Sligh, while concentrating more heavily against Academy. Though not intended, this made the Sligh deck the most viable deck in the format. Having one of the more powerful sideboards against Academy, Sligh could board out its four Cursed Scrolls and three or four of its higher-cost creatures and bring in four Pyroblasts and three or four Meltdowns to replace them. The key was to get out early the first- and second-turn creatures, then sit back and Pyroblast Time Spirals and Stroke of Genius if in hand. Early Wastelands also proved key in the Sligh/Academy battle, especially if played by turn two. Still a strong force to be reckoned with, Sligh will lose much with the banning of Academy, as more players will have more sideboarding slots available to defeat it.

"Mind Over Mana" ("Academy")
Rarely does a card come along that so rapidly defines a format. Though Necropotence spawned an archetype that is still played today, its dominance took nearly a year after its release to rear its ugly head. Tolarian Academy did as much in one month, proving to be one of the strongest cards to ever appear in print. Due to its speed and consistency, the Academy deck often ran an opponent out of cards by turn three. Power Sinks gave it some measure of early protection, as well as allowing it to tap out an opponent in order to "go off" on the following turn. Many Academy players felt that the battle would be won or lost against Sligh decks and other Academy decks. Thus, the sideboard was devoted to defeating those two decks in most cases. An expensive deck to put together, most players feel the deck would have shown up in greater numbers if the players had more time to collect the cards.

Academy Factor: Fearing the mirror matchup that is inevitable when a deck dominates the scene, the better Academy players came prepared with Capsize and Pyroblast in their sideboards.

"Recurring Nightmare"
Taking home three championship titles, the Recurring Nightmare deck gained several new cards with the addition of *Urza's Saga*. Great Whale and Peregrine Drake, combined with Recurring Nightmare and Survival of the Fittest, allowed the Nightmare player to gain infinite mana with graveyard recursion, draw his or her whole deck with Walls of Blossoms, and then Fireball an opponent to death. Monk Realist ("Destroy enchantment when it comes into play") and Dark Hatchling ("Destroy target non-black creature when it comes into play") also proved invaluable additions to the mix, providing card economy by clearing the way of threats.

Academy Factor: Using four Duresses in the main deck and two to three Meltdowns in the sideboard, the Recurring Nightmare deck had some defense against Academy, though the matchup proved to be a difficult one.

"Counter Phoenix"
With very little change from its pre-*Urza's Saga* days, the Counter Phoenix deck won two state titles, though many in the professional Magic community consider it to be one of the stronger deck types around. Sure to see much play after the banning of Tolarian Academy, it'll be a force in the coming months of play.

Academy Factor: Packing Annul, Arcane Laboratory, and Meltdown, the Counter Phoenix deck had more than a fighting chance against Academy, though the first game was key in the matchup.

"White Weenie" and "Suicide Black"
Yielding only one champion each, these traditional standbys failed miserably thanks to the Academy running roughshod over them throughout the Swiss rounds. Suicide Black gained very little, while the White Weenie deck received Brilliant Halo, Monk Realist, and Pariah.

Academy Factor: Most Academy players looked upon these matchups as byes. When Academy goes away, these archetypes will be out in full force.

—Jack Lewis Stanton

States Decklists

"Sligh"
New Jersey Champion Paul Jordan

4 Ball Lightning
4 Cursed Scroll
3 Fireslinger
4 Goblin Patrol
4 Incinerate
4 Ironclaw Orcs
4 Jackal Pup
4 Kindle
4 Mogg Fanatic
4 Shock
1 Sonic Burst

LANDS
16 Mountain
4 Wasteland

SIDEBOARD
2 Boil
4 Bottle Gnomes
3 Meltdown
4 Pyroblast
2 Spellshock

"Academy"
Virginia Champion John Slaughter

1 Boomerang
2 Intuition
4 Lotus Petal
4 Mana Vault
3 Mind Over Matter
4 Mox Diamond
2 Scroll Rack
4 Stroke of Genius
4 Time Spiral
4 Tolarian Academy
4 Twiddle
4 Voltaic Key
4 Windfall

LANDS
2 City of Brass
10 Island
4 Wasteland

SIDEBOARD
1 Boomerang
4 Chill
3 Light of Day
2 Lobotomy
2 Pyroblast
3 Winter Orb

"Recurring Nightmare"
California Champion Steve Sheers

1 Anarchist
4 Birds of Paradise
4 Duress
1 Fireball
1 Great Whale
1 Monk Realist
1 Peregrine Drake
1 Priest of Gix
4 Recurring Nightmare
1 Shard Phoenix
2 Spike Feeder
1 Spike Weaver
1 Stern Proctor
4 Survival of the Fittest
2 Thrull Surgeon
3 Tradewind Rider
4 Wall of Blossoms
1 Wood Elves

LANDS
4 City of Brass
5 Forest
2 Karplusan Forest
3 Reflecting Pool
2 Sulfurous Springs
2 Swamp
3 Thran Quarry
2 Underground River

SIDEBOARD
1 Dark Hatchling
1 Gilded Drake
2 Lobotomy
2 Meltdown
1 Monk Idealist
1 Monk Realist
4 Pyroblast
1 Shard Phoenix
1 Shattering Pulse
1 Spike Feeder

State Champions

State	Winner Name	Hometown	Age
Alabama	Holt Gray		
Alaska	Brian Eddy	Eagle River, AK	18
Arizona	Charles Plitt		
Arkansas	Brent Simon		
California	Steven Shears		
Colorado	Rob Raven		
Connecticut	Duncan Sanford	Middletown, CT	17
Delaware	Tom Pahutski	Newark, NJ	26
Florida	Ira Girvin	Orange City, FL	
Georgia	Chris Donohoe		
Hawaii	Tyron Yamaguchi	Honolulu, HI	24
Idaho	Ken Somerville	Jerome, ID	20
Illinois	Mohammed Alayi	Des Plaines, IL	
Indiana	Granger Peterson	Goshen, IN	
Iowa	Scott Lewis	Iowa City, IA	
Kansas	Jim Dorell		
Kentucky	Ben Stoll	Louisville, KY	
Louisiana	Cannon Boling	Lake Charles, LA	16
Maine	Mitchell Breton	Gardiner, ME	19
Maryland	Drew McLean		
Massachusetts	Geoff Willard	Lexington, MA	
Michigan	Pat Chapin	Ypsilanti, MI	18
Minnesota	Casey Ehlert	Avon, MN	17
Mississippi	Michael Moss	Hattiesburg, MS	25
Missouri	Ian Slattery	O'Fallen, MO	17
Montana	Rhett Stephens	Helena, MT	
Nebraska	Ross Anderson	Lincoln, NE	16
Nevada	Rob Swaroski	Las Vegas, NV	19
New Hampshire	Rob Walker	Penacook, NH	
New Jersey	Paul Jordan	Landing, NJ	19
New Mexico	Shawn Sloan		
New York	Kierin Chase	Suffern, NY	
North Carolina	Ken Nowell	Raleigh, NC	37
North Dakota	Andrew Ornatov	Grand Forks, ND	
Ohio	David Weitz	Youngstown, OH	22
Oklahoma	Corey Meissner		
Oregon	Cy Cook	Eugene, OR	18
Pennsylvania	Brad Paul	Harrisburg, PA	23
Puerto Rico	Jose Cintron	Bayamon, PR	
Rhode Island	Jason Pare	East Greenwich, RI	13
South Carolina	Chris Leather		
South Dakota	Kori Swanson	Brookings, SD	
Tennessee			
Texas	Andrew Johnson	Houston, TX	16
Utah	Jack Stanton	Salt Lake City, UT	
Vermont	Walter Ochs	Orwell, VT	
Virginia	John Slaughter	Richmond, VA	26
Washington	Donald Wilde	Wenatchee, WA	23
West Virginia	Matthew Holbrook	Harrisville, WV	23
Wisconsin	Jacob Welch	West Allis, WI	
Wyoming	Luke Anderson		

Deck Breakdown

(Number of State Champions playing each deck)

Sligh	20
Academy	16
Recurring Nightmare	3
Counter Phoenix	2
Draw & Go	1
Green	1
Wurmageddon	1
Suicide Black	1
Weenie White	1
Miscellaneous	2

Player of the Year

Name	Home Town	Age	Points
Hovi, Tommi	Kaarina, FINLAND	18	34
Baberowski, Dirk	Koeln, GERMANY	20	34
Kastle, Darwin	E. Somerville, MA, USA	27	28
McCarrel, Casey	Lafayette, CA, USA	17	24
Buehler, Randy	Pittsburgh, PA, USA	27	24
Labarre, Nicolas	Tours, FRANCE	21	24
Finkel, Jon	Fanwood, NJ, USA	20	23
Konstanczer, André	Seckmauern, GERMANY	23	20
LePine, Mark	Merrimack, NH, USA	16	20
Lauer, Erik	Pittsburgh, PA, USA	31	20
Fung, Jeff	Richmond, BC, CANADA	19	19
Klauser, Benedikt	Vienna, AUSTRIA	21	18
Hacker, Brian	San Diego, CA, USA	24	16
Dato, Federico	Rome, ITALY	21	16
Fuller, Ryan	Burnaby, BC, CANADA	19	15
Budde, Kai	Koeln, GERMANY	19	15
Cedercrantz, Martin	Hassleholm, SWEDEN	22	15
Gary, Justin	Miami, FL, USA	18	14
Coene, Dominique	Heverlee, BELGIUM	24	14
Marsh, Warren	Nottingham, ENGLAND	26	14
Smrek, Juraj	Bratislava, SLOVAK REPUBLIC	25	13
O'Mahoney-Schwartz, Daniel	Brooklyn, NY, USA	19	12
Råde, Olle	Gothenburg, SWEDEN	19	12
Katz, Michael	Manassas, VA, USA	23	12
Forsythe, Aaron	Carnegie, PA, USA	26	12
Bachmann, David	Linden, NJ, USA	18	11
Burgner, Kurt	Torrance, CA, USA	28	11
Geertsen, Svend Sparre	Copenhagen, DENMARK	18	11
Humpherys, David	Somerville, MA, USA	26	11
Tsai, Tony	Ithaca, NY, USA	21	11
Bevand, Manuel	Lyon, FRANCE	22	11
Turian, Michael	Pittsburgh, PA, USA	19	11
Cardoso, Bruno	Porto, PORTUGAL	17	11
Clarke, Nate	Londonderry, NH, USA	18	10
O'Mahoney-Schwartz, Steven	Boston, MA, USA	18	10
Pagorek, Laurent	Eaubonne, FRANCE	32	10
Parke, Jamie	Syracuse, NY, USA	17	10
Levy, Raphael	Toulouse, FRANCE	17	10
Meinecke, Holger	Rutesheim, GERMANY	24	10
Bingen, Sturla	Bergen, NORWAY	22	9
Debard, Michael	Paris, FRANCE	27	9
Krakower, Gary	Toronto, ON, CANADA	31	9
Wise, Gary	Willowdale, ON, CANADA	25	9
Opatka, Jason	Parma Heights, OH, USA	18	9
Maki, Koichiro	Tokyo, JAPAN	27	9
D'Hondt, Jean-Louis	Brussels, BELGIUM	18	9
Posolda, Petr	Brno, CZECH REPUBLIC	21	9
Jonsson, Andreas	Lund, SWEDEN	17	9
Baudys, Ondrej	Hlinsko, CZECH REPUBLIC	26	8
Ekebom, Erno	Helsinki, FINLAND	19	8
Pinto, Chris	Stanford, CT, USA	23	8
Tsang, Terry	Burnaby, BC, CANADA	22	8
Rose, Kyle	Chester, VA, USA	18	8
Moskowitz, Zo	New York, NY, USA	19	8
Farkas, Ben	Latham, NY, USA	17	8
Selden, Brian	San Diego, CA, USA	17	8
Gruckner, Tim	Bonn, GERMANY	24	8
Eskeland, Sigurd	Oslo, NORWAY	25	8
Larkin, John	Dublin, IRELAND	20	8
Calhoun, Matthew	Tenafly, NJ, USA	16	8
Heiss, Nathan	Pittsburgh, PA, USA	18	8
Jones, Craig	Ludlow, UNITED KINGDOM	23	8
Martinez, Adolfo	Madrid, SPAIN	25	8
Comer, Alan	San Marcos, CA, USA	29	7
Leiber, Peter	Charlottesville, VA, USA	29	7
Nishioka, Andrew	Chicago, IL, USA	25	7
Radonjic, Peter	New Westminster, BC, CANADA	22	7
Slemr, Jakub	Prague, CZECH REPUBLIC	21	7
Sochon, Michael	Bre Conte-Rogner, FRANCE	22	7
Valleroy, Scott	Davenport, IA, USA	17	7
Kesselman, Eric	New York, NY, USA	25	7
Kuhn, Janosch	Hannover, GERMANY	16	7
Keller, Shawn	Scottsdale, AZ, USA	18	7
Bunsongsiku, Ped	Urbana, IL, USA	26	7
Santin, Andrea	Trieste, ITALY	20	7

Complete DCI Banned & Restricted Lists

Valid as of January 1, 1999

Classic (Type 1) Banned List

Any ante card contained in any newly released card set
Amulet of Quoz (IA)
Bronze Tablet (AQ)
Channel
Chaos Orb
Contract from Below
Darkpact
Demonic Attorney
Divine Intervention (LE)
Falling Star (LE)
Jeweled Bird (AN)
Mind Twist
Rebirth (LE)
Shahrazad (AN)
Tempest Efreet (LE)
Timmerian Fiends (HM)

Classic (Type 1) Restricted List

Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demonic Tutor
Fastbond
Fork
Ivory Tower (AQ)
Library of Alexandria (AN)
Maze of Ith (DK)
Mirror Universe (LE)
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall (LE)
Regrowth
Sol Ring
Strip Mine
Stroke of Genius (US)
Time Walk
Timetwister
Tolarian Academy (US)
Underworld Dreams (LE)
Wheel of Fortune
Windfall (US)

Classic-Restricted (Type 1.5) Banned List

Any ante card contained in any newly released card set
Amulet of Quoz (IA)
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos (AQ)
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demonic Attorney
Demonic Tutor
Divine Intervention (LE)
Falling Star (LE)
Fastbond
Fork
Ivory Tower
Jeweled Bird
Library of Alexandria (AN)
Maze of Ith (DK)
Mind Twist
Mirror Universe (LE)
Mishra's Workshop (AQ)
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall (LE)
Regrowth
Shahrazad (AN)
Sol Ring
Strip Mine
Stroke of Genius (US)
Tempest Efreet
Time Walk
Timetwister
Timmerian Fiends (HM)
Tolarian Academy (US)
Underworld Dreams (LE)
Wheel of Fortune
Windfall (US)
Zuran Orb (IA)

Extended Banned List

Any cards from the following limited-edition expansion sets are banned unless they are reprinted in a legal set, limited or otherwise:
Arabian Nights
Antiquities
Legends

Any cards from the following basic sets are banned unless they are reprinted in a legal set, limited or otherwise:
Alpha
Beta
Unlimited Edition

Specific Cards:
Balance
Black Vise
Channel
Demonic Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Land Tax
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendib Efreet
Sol Ring
Strip Mine
Tolarian Academy (US)
Wheel of Fortune
Windfall (US)
Zuran Orb

Ice Age Block Banned List

Amulet of Quoz
Thawing Glaciers
Zuran Orb

Standard (Type II) Banned List

Tolarian Academy (US)
Windfall (US)

Mirage-Block Banned List

Squandered Resources

The Rath Cycle-Block Banned List

Cursed Scroll

Official Changes to the DCI Standard Floor Rules

Banned and Restricted Lists

Announcement Date: December 1, 1998 - Effective Date: January 1, 1999

Standard (Type II) Constructed

Windfall is banned
Tolarian Academy is banned

Extended Constructed

Windfall is banned
Tolarian Academy is banned
Braingeyser is unbanned

Classic-Restricted (Type 1.5) Constructed

Stroke of Genius is banned
Tolarian Academy is banned
Windfall is banned
Feldon's Cane is unbanned

Classic (Type 1) Constructed

Stroke of Genius is restricted
Windfall is restricted
Tolarian Academy is restricted

Urza Cyle-Block Constructed

(No alterations)

Rath Cycle-Block Constructed

(No alterations)

Tournament News

Events by Organizer for January 1999

State/Province	Location	# Events	City	Phone
ON	401 Convenience	20	Toronto	(416) 599-6446
FL	47th Street Studio & Gaming	10	Cape Coral	(941) 542-2000
KY	7 Towers	7	Danville	(606) 238-7737
CO	Aamazing Fantasy	5	Littleton	(303) 933-4604
ON	Action-Packed Comics	3	Kingston	(613) 547-5730
GA	Adventure Zone	5	Valdosta	(912) 244-4263
TX	Alan's	5	Longview	(903) 753-0493
NY	American Legion Lamm Post	1	Williamsville	(716) 685-3859
WA	Amazing Stories Comics Cards & Games	3	Vancouver	(360) 735-9336
NY	Aquilonia Comics, Cards & More™	5	Troy	(518) 271-1089
TX	Astral Castle	4	Midland	(915) 520-6463
OH	Athens Book Center - Gamer's Paradise	5	Athens	(800) 592-4865
AZ	Atomic Comics-Metro	9	Phoenix	(602) 395-1066
CA	BalPark Sports Cards	1	San Francisco	(415) 759-5363
IN	Bears Cards & Comics	1	Peru	(765) 473-5773
SD	Black Hills Magic	5	Rapid City	(605) 355-0261
KY	Book & Music Exchange	8	Louisville	(502) 384-8944
OR	Borderlands	4	Salem	(503) 399-3597
AL	Bravo	5	Florence	(256) 740-6876
UT	Brigham Young University	1	Provo	
NH	Capital City Diner	2	Concord	(603) 224-1663
WA	Cavern Games	2	Kennewick	(509) 374-8216
WI	Chimera Hobby Shop Inc	4	Fon du lac	(920) 922-8338
IL	Collect a Card N Comics	4	Chicago	(773) 523-5800
MI	Collector's Corner	9	Midland	(517) 839-2060
NY	Collector's Inn	3	Kenmore	(716) 873-8633
OH	Collector's World	4	Toledo	(419) 472-4779
NY	Comic Book Depot	5	Wantagh	(516) 221-9337
WA	Comics Express	2	Richland	(509) 783-1678
OH	Compendium Collectibles	17	Rocky River	(440) 895-1224
CA	Cone to Sports Cards	1	Thousand Oaks	(805) 241-8849
OH	Corner Comics and Sports Cards	1	Columbiana	(330) 482-1337
FL	Cosmic Cat	1	Tallahassee	(850) 386-5551
CA	Costa Mesa Women's Club	6	Costa Mesa	(818) 787-3708
IN	Crazy Eddie's	5	Munster	(219) 836-4338
NS	Dalhousie University SUB	2	Halifax	(902) 423-5353
CA	Dark Star Comics	14	Huntington Beach	(714) 965-1751
IL	Darrell's Game Room	11	Moline	(815) 622-2810
DE	Days of Knights	2	Newark	(302) 366-0963
ON	Deja Vu Games	9	Kitchener	(519) 744-2376
VA	Dominion Comics	5	Lynchburg	(804) 237-4950
AL	Dr Bob's Game Shop	5	Huntsville	(256) 880-3726
QC	Dragon Magique	1	Brossard	(514) 466-3032
SC	Dueling Ground	9	Myrtle Beach	(843) 293-1406
TX	Dug Out Sports Cards	6	Corpus Christi	(512) 851-9902
KS	Eddie's TNG Bookstore	4	Kansas City	(816) 455-5024
CO	Enchanted Grounds	2	Aurora	(303) 750-4133
OR	Eternal Elysium	5	Portland	(503) 761-4420
NC	Fanboy Comics & Games	10	Wilmington	(910) 452-7828
NY	Flight Into Fantasy Bookstore	1	Buffalo	(716) 826-5854
MD	Full Count Sports Cards	1	Hancock	(301) 678-6606
CT	Fun & Games	5	East Windsor	(860) 623-6916
CA	Game Empire	3	San Diego	(619) 574-6740
BC	Game Time Hobbys	1	Burnaby	(604) 526-4263
ON	Gamemaster's Emporium	1	Chatham	(519) 358-1441
NC	Games Galore	9	Raleigh	(919) 781-4263
MO	Gathering Ground	2	St Louis	(314) 770-0022
FL	Giant Comic Book Warehouse	6	Longwood	(407) 695-1953
NY	Golden Memories Comics & Cards	7	Mastic	(516) 781-0554
CO	Gotham City	9	Colorado Springs	(719) 596-3698
AZ	Hardcastle Cards & Games	5	Tucson	(520) 790-2240
WA	Hastings Books, Music & Video	1	Kennewick	(509) 736-1928
FL	Heroes of the Game	1	Ft Lauderdale	(954) 771-7492
NE	Hobbytown USA	1	Lincoln	(402) 434-5056
TX	Holiday Inn	1	Houston	(281) 748-5154
PA	Infinity Unltd	2	Ambler	(215) 619-3650
CT	J B J's Sports and Comic Connection	5	Pawcatuck	(860) 599-4572
UT	Jester's Comics and Cards	8	Orem	(801) 802-0630
GA	K B B Sportscards	1	Peachtree City	(770) 486-1707
LA	Legends	5	Shreveport	(318) 687-0153
BC	Lucky's	6	Vancouver	(604) 875-9858
TX	Mad Hatter's House of Games	11	Lubbock	(806) 763-4054
AB	Magic Connection	4	Calgary	(403) 248-9033
CA	Magic Sports Cards Co #2	5	Alhambra	(626) 289-3126
ON	Mark's Cards	5	Windsor	(519) 256-8084
MO	Meta Games Unlimited	3	Springfield	(417) 862-9114
TX	Midnight Comics and Games	4	Houston	(281) 293-0226
NY	Millennium Games & Hobbies	9	Rochester	(716) 427-2190
KY	Mind Games	14	Flatwood	(606) 834-9107
MN	Mirkwood: Coffee, Comics & Games	5	Richfield	(612) 861-7618
BC	Mishra's Game Factory	5	Burnaby	(604) 521-4471
GA	Morningstar Games	4	Savannah	(912) 356-1066
MA	Most Excellent Cards & Comics	5	Springfield	(413) 732-2829
MA	Most Excellent Comics	4	Westfield	(413) 562-0094
MS	MR Dye Public Library	2	Hornlake	(601) 893-5053
FN	Mr Wayne's	5	Bristol	(423) 764-1720
MI	Northern Comics & Card	2	Bay City	(512) 671-0333
IL	On the Square	6	Jacksonville	(217) 245-0306
FL	Orange County Convention Center	1	Orlando	(941) 927-8398
CA	Perfect Game	2	Saugus	(805) 263-7770
NC	Phantasy Workshop	5	Asheville	(828) 255-9955
PA	Plymouth Township Community Center	4	Norristown	(610) 277-6494
ME	Poulin's Sports Cards	5	Auburn	(207) 786-8654
OR	Rainy Day Games	1	Aloha	(503) 642-4100
CT	Sam's Comic Book Shop	5	Meriden	(203) 634-3355
AR	Shiloh Expresso	5	Fayetteville	(501) 444-0707
AB	Showcase Comics	1	Lethbridge	(403) 328-0123
NY	The Abyss	3	Oneonta	(607) 436-9289
CT	The Cave	5	Wallingford	(203) 284-9050
PA	The Comic Book Ink	3	Johnstown	(814) 536-4437
GA	The Crypt	4	Augusta	(706) 855-0074
MD	The Dugout Cards & Comics	1	Ellicott City	(410) 461-8664
MO	The Fantasy Shop	4	St Charles	(314) 947-8646
IN	The Game Preserve	3	Indianapolis	(317) 571-9110
AR	The Game Room	30	Little Rock	(501) 661-0870
NH	The Game Zone	5	Dover	(603) 749-2242
FL	The Hidden Guild	14	Lake Worth	(407) 965-6692
VA	The Lucky Frog	5	Annandale	(703) 354-8018
KY	The Nexus Hobbies	2	Bowling Green	(502) 793-9886
OH	The Soldiery	4	Columbus	(614) 267-1957
CA	Thunder and Lightning	10	Los Angeles	(213) 341-5610
CT	TJ Collectibles	19	Milford	(608) 473-5874
MI	TLC Cards & Comics	14	Augusta	(616) 731-4660
OH	Traders World	2	Monroe	(513) 620-7162
NC	Underground Games	44	Charlotte	(704) 543-7400
PR	Universidad Interamericana de PR	1	Bayamon	(787) 822-2412
OH	Van Wert Ball Cards, Comics & Games	1	Van Wert	(419) 238-1007
TN	Video Station	2	Tullahoma	(931) 393-2331
WI	Virtual Gaming Center	5	Milwaukee	(414) 476-1614
NM	Wargames West	4	Albuquerque	(505) 265-6500
KS	Wildcat Cards	20	Manhattan	(785) 587-1977
WA	Wizards of the Coast - Crossroads	18	Bellevue	(425) 747-6288
WA	Wizards of the Coast - Game Center	50	Seattle	(206) 675-1008
WA	Wizards of the Coast - Guildhouse	18	Federal Way	(253) 946-0235
WA	Wizards of the Coast - Kitsap	18	Silverdale	(360) 337-2757
WA	Wizards of the Coast - Northgate	18	Seattle	(206) 364-1977
WA	Wizards of the Coast - South Hill	18	Puyallup	(253) 435-1071
NV	Wizard's Playground Presents	21	Las Vegas	(702) 260-4824
NY	Wizard's World	6	Nanuet	(914) 624-2224
AZ	Yavapai College Cafeteria	3	Prescott	(520) 641-0379

Arena League Store List

by State

Store	Location	Phone
Magic Connection	Calgary, AB	(403) 748-9013
Mission Fun & Games	St Albert, AB	(403) 459-1021
Thunderground Comics & Collectibles	St. Albert, AB	(403) 459-9548
Bosco's	Anchorage, AK	(907) 274-4117
Collector's Hideaway	Juneau, AK	(907) 463-4807
Gateway Games	Ketchikan, AK	(907) 225-4261
Comic Strip, The	Tuscaloosa, AL	(205) 758-9595
Kings Table Comics and Games	Anniston, AL	(256) 235-2290
Lion And The Unicorn	Hoover, AL	(205) 823-1118
Visions Cards And Games	Montgomery, AL	(334) 288-3300
Gallery Of Champion Cards	Fayetteville, AR	(501) 444-0707
Hawghead Comics	Fort Smith, AR	(501) 783-6008
The Game Room	Little Rock, AR	(501) 661-0870
The Round Table	Batesville, AR	(870) 793-7273
Warp Drive	Sherwood, AR	(501) 834-1157
Hardcastle Cards &Games	Tucson, AZ	(520) 790-2246
Hobbytown Usa	Phoenix, AZ	(602) 508-5282
Little Shop Of Magic	Flagstaff, AZ	(520) 774-1546
Pyramid Comics & Games	Sierra Vista, AZ	(520) 458-2786
Sports Cards II	Phoenix, AZ	(602) 930-9149
The Game Depot	Tempe, AZ	(602) 966-4727
Wizards Tower Gaming Center	Mesa, AZ	(602) 962-0151
Encore Video Games	Coquitlam, BC	(604) 942-4441
Game Time Hobbies	Burnaby, BC	(604) 526-4263
Lucky's Cards And Comics	Vancouver, BC	(604) 875-9858
Mishra's Game Factory	Burnaby, BC	(604) 521-4471
A Hidden Fortress	Simi Valley, CA	(805) 526-6457
ABC Collectible Cards	Sacramento, CA	(916) 344-8722
Ace Computers And Games	Santa Rosa, CA	(707) 575-5797
Adventures in Comics And Games	Carmichael, CA	(916) 973-9064
Ballpark Sports Cards	San Francisco, CA	(415) 759-5363
Baseball Cards Unlimited	Cameron Park, CA	(530) 677-8620
Carlsbad Game Cove	Carlsbad, CA	(760) 434-7870
Christef's - The Blue Mage	Palm Springs, CA	(760) 327-1347
Clark's Trading Comics & Cards	Santa Rosa, CA	(707) 586-3000
Clubhouse Sports Cards	Indio, CA	(760) 347-6390
Coastal Games & Hobbies	Torrance, CA	(310) 375-2006
Collectors Choice	San Jose, CA	(408) 559-1419
Comic Dreams	Manteca, CA	(209) 823-7393
Comics & Fantasies	San Jose, CA	(408) 978-2310
Comics Central	Turlock, CA	(209) 668-3539
Conejo Sports Cards	Thousand Oaks, CA	805) 241-8849
Court Jesters	Alhambra, CA	(626) 284-2607
D & R Sportcards & Comics	Union City, CA	(510) 487-6153
Dark Star Comics	Huntington Beach, CA	(714) 965-1751
Fantasy Game World	Chico, CA	(530) 345-3115
Fun N Games	Temecula, CA	(909) 693-1141
Games Of Berkeley	Berkeley, CA	(510) 540-7822
Gateway City Comics	Ukiah, CA	707) 463-0228
Gotham	Lakewood, CA	(562) 461-0888
J & B Sportscards	Escondido, CA	(760) 432-8931
Legends of the Game	Morgan H ll, CA	(408) 776-0775
Magic Sports Cards #2	Alhambra, CA	(626) 289-3128
North Coast Role Playing	Eureka, CA	(707) 444-2288
Star Cards & Collectibles	Salinas, CA	
The Comic Bizaare	Rancho Cordova, CA	(916) 369-0209
The Game Zone	Pasadena, CA	(626) 304-2637
The Gathering	Aliso Viejo, CA	(949) 770-2156
The Slam Pit	North Hollywood, CA	(818) 763-4748
Third Planet	Torrance, CA	(310) 791-6227
Thunder & Lightning Cards	Los Angeles, CA	(213) 341-5610
TSK Comics, Cards & Collectibles	Montrose, CA	(818) 248-9828
World Of Comics	Manteca, CA	(209) 824-7775
Perfect Game	Saugus, CA	
We Be Games	Chatsworth, CA	(253) 886-4263
Books & More	Colorado Springs, CO	(719) 579-5004
Game Lair	Denver, CO	(303) 427-0554
Gotham City Comics	Colorado Springs, CO	(719) 596-3698
Imagination Unlimited	Grand Junction, CO	(970) 243-2962
Dragons's Lair	West Hartford, CT	(860) 231-1915
Fun & Games	East Windsor, CT	(860) 623-6916
J & Js Sports Connection	Pawcatuck, CT	(800) 599-4522
Sam's Comic Shop	Meriden, CT	(203) 634-3355
The Brass Dragon	Waterbury, CT	(800) 489-5362
The Grid	Manchester, CT	(860) 645-9006
Between Books	Wilmington, DE	(302) 798-3378
Days of the Knights	Newark, DE	(302) 366-0963
Bourbon Street Comics Inc.	Tampa, FL	(813) 969-3716
Calypsos CCG	Jacksonville, FL	(904) 745-9786
Cosmic Games	Bradenton, FL	(941) 746-5856
Cyber Dragon	Vero Beach, FL	(561) 778-8588
Giant Comic Book Warehouse	Longwood, FL	(407) 695-1953
Middle Kingdom	W Palm Beach, FL	(561) 439-7482
Southernmost Sports Cards	Key West, FL	(305) 292-4047
The National Collector	Sarasota, FL	
Widowmaker Enterprises	Orlando, FL	407 896 7033
Adventure Zone	Valdosta, GA	(912) 244-4263
Big Top Hobbies	Saint Mary, GA	(912) 882-2099
Bunjee's Books And Comics	Griffin, GA	(770) 412-6723
Champion Cards and Comics	Smyrna, GA	(770) 438-1905
Comic Universe - Duluth	Duluth, GA	(770) 495-0100
Comic Universe - Snellville	Snellville, GA	(770) 736-2990
Dr. No's	Marietta, GA	(770) 422-4642
K & B Sports Cards	Peach Tree City, GA	(770) 486-1707
MorningStar Games	Savannah, GA	(912) 356-1066
Neutral Ground - Atlanta	Alpharetta, GA	(770) 753-0030
Outer Limit Comics	Centerville, GA	(912) 953-7867
The Dragon's Horde	Stone Mountain, GA	(404) 298-1188
The Fantasy Zone Inc	Athens, GA	(706) 549-7500
Titan Games And Comics 3	Smyrna, GA	(770) 433-8226
Dan's Card World	Honolulu, HI	(808) 596-4690
Gecko Books & Comics	Honolulu, HI	(808) 732-1292
Other Realms	Honolulu, HI	(808) 596-8236
Pogo Stick	Kailua, HI	(808) 261-4760
Doug's Cool Collectibles	Bettendorf, IA	(319) 344-9522
Dragon Fire Comics	Clive, IA	(515) 270-5371
Handled With Care	Burlington, IA	(319) 754-1121
Spud's Emporium Of Comics & Games	Ottumwa, IA	(515) 682-9228
Beckmon's Cards	Kimberly, ID	(208) 423-4776
Bowman Cards	Mountain Home, ID	(208) 580-0845
Magic Dragon Comics & Games	Boise, ID	(208) 853 3683
Somerville Entertainment	Boise, ID	(208) 368-5277
3D House Of Games	Mokena, IL	(708) 479-3740
A.F. Books And Comics	Frankfort, IL	(815) 469-5092
Allison s Sportscards	Crystal Lake, IL	(815) 477-4180
Bc Collectibles	Danville, IL	(217) 431-1422
Beyond Reality	Geneva, IL	(630) 232-1515
Book Brothers	Aurora, IL	(630) 844-1950
Books Etc	Antioch, IL	(847) 838-2665
Crazy Eddie's Comics 2	Bradley, IL	(815) 933-9484
Dizzy Dugout	Collinsville, IL	(618) 345-6453
Galaxy Cards & Comics	Naperville, IL	(630) 778-1144
Main Street Movie	Waterloo, IL	(618) 939-4676
Metropolis Comics-La Salle	La Salle, IL	(815) 223-9433
New Fiction House	Homewood, IL	(708) 206-1330
Northern Lights Bookstore	Dekalb, IL	(815) 756-6668
On the Square	Jacksonville, IL	(217) 245-0306
Jeffs Corner	Milan, IL	(309) 787-5653

Store	Location	Phone
Big League Baseball Cards Shop	[illegible]	[illegible]
Castle Games	[illegible]	[illegible]
Dave's Collectibles	[illegible]	[illegible]
Comic Page	[illegible]	[illegible]
Crazy Eddie's Comics 1	[illegible]	[illegible]
Danger Room Games & Comics, The	[illegible]	[illegible]
Downtown Comics	[illegible]	[illegible]
Excalibur Comics	[illegible]	[illegible]
Fantasy Collectibles	[illegible]	[illegible]
Galactic Games	[illegible]	[illegible]
Gargoyle Gang's	[illegible]	[illegible]
Game Depot	[illegible]	[illegible]
Give Me Space	[illegible]	[illegible]
In Your Face Comics	[illegible]	[illegible]
Realm of Dreams	[illegible]	[illegible]
The Collector's Box	[illegible]	[illegible]
The Game Preserve - Lafayette	[illegible]	[illegible]
The Final Line	[illegible]	[illegible]
The Tenth Planet	[illegible]	[illegible]
Tottenham Hobby	[illegible]	[illegible]
Connecticut Pair Of Dice	[illegible]	[illegible]
Gatekeeper Hobbies 2	[illegible]	[illegible]
Joes Trophies	[illegible]	[illegible]
The Gamekeeper	[illegible]	[illegible]
Wildcat Cards	[illegible]	[illegible]
Mind Games - Flatwoods	[illegible]	[illegible]
Atomic Comics - Hatboro	[illegible]	[illegible]
Capeway Cards & More	[illegible]	[illegible]
Grandmaster Games & Hobbies	[illegible]	[illegible]
Ground Zero Games	[illegible]	[illegible]
Jans Comic Connection	[illegible]	[illegible]
Lenox Sportscards & Games	[illegible]	[illegible]
Most Excellent Cards & Co	[illegible]	[illegible]
Red Lion Smoke Shop Inc	[illegible]	[illegible]
Scholars	[illegible]	[illegible]
Sports And More	[illegible]	[illegible]
Stallpoint Cards Games & Games	[illegible]	[illegible]
The Dragon's Lair - West Springfield	[illegible]	[illegible]
The Mage Guild	[illegible]	[illegible]
The Wild Stores Inc	[illegible]	[illegible]
Trader Tams	[illegible]	[illegible]
Video Connection	[illegible]	[illegible]
Homestead Sport & Collectibles Cards	[illegible]	[illegible]
Brainstorm Comics & Gaming	[illegible]	[illegible]
Combat Enterprises	[illegible]	[illegible]
Guardian Comics 2	[illegible]	[illegible]
Pandoras Box	[illegible]	[illegible]
The Dugout Cards and Comics	[illegible]	[illegible]
The Dugoutzone	[illegible]	[illegible]
Wards Cards	[illegible]	[illegible]
Comics Plus - Epworth	[illegible]	[illegible]
Eagle Hill	[illegible]	[illegible]
Phoenix Sports Cards	[illegible]	[illegible]
Backroom Bargains Bookstore	[illegible]	[illegible]
Collectors Corner - Midland	[illegible]	[illegible]
Dagget's Comics	[illegible]	[illegible]
Dynomite Sports	[illegible]	[illegible]
Fanfare Sports & Entertainment	[illegible]	[illegible]
Galaxy Comics	[illegible]	[illegible]
Gamer's Inn	[illegible]	[illegible]
Metro-7 Comics call not able to go through	[illegible]	[illegible]
Neutral Ground - Detroit	[illegible]	[illegible]
Outer Limits/ White Cap Comics	[illegible]	[illegible]
Pack Shack	[illegible]	[illegible]
Pack Shack 20	[illegible]	[illegible]
Sibley Lumber Centers	[illegible]	[illegible]
Sportscard Connection	[illegible]	[illegible]
The Arena - Muskegon	[illegible]	[illegible]
The Emporium	[illegible]	[illegible]
The Store	[illegible]	[illegible]
West Michigan Sports Card Connection	[illegible]	[illegible]
Air Traffic Rules & Games	[illegible]	[illegible]
Collectors Connection	[illegible]	[illegible]
Kirkwood Coffee, Comics and Games	[illegible]	[illegible]
Red Dragon Hobby	[illegible]	[illegible]
Source Comics And Games	[illegible]	[illegible]
Sportscard & Comic Exchange	[illegible]	[illegible]
Tri-City Sportscards & Memorabilia	[illegible]	[illegible]
At Your Leisure	[illegible]	[illegible]
Branson Cards & Collectibles	[illegible]	[illegible]
Campus Comics & Sports	[illegible]	[illegible]
Carthage Deli	[illegible]	[illegible]
Forbes Health Mart	[illegible]	[illegible]
Ms June's	[illegible]	[illegible]
S & S Collectibles	[illegible]	[illegible]
Jax's	[illegible]	[illegible]
The War Zone	[illegible]	[illegible]
More Fun Stuff 2	[illegible]	[illegible]
Splash Page	[illegible]	[illegible]
The Splash Page - Missoula	[illegible]	[illegible]
Craig's Cards And Collectibles	[illegible]	[illegible]
Daddy Jim's Comics	[illegible]	[illegible]
Dragon's Keep	[illegible]	[illegible]
Encore Books And More	[illegible]	[illegible]
Games Galore - Raleigh	[illegible]	[illegible]
Grand Slam Sportscards	[illegible]	[illegible]
Heroes Aren't Hard To Find	[illegible]	[illegible]
Nexus Games	[illegible]	[illegible]
Phantasy Work Shop Presents	[illegible]	[illegible]
Phat Boy Video Games	[illegible]	[illegible]
The Lyons Den	[illegible]	[illegible]
Underground Games	[illegible]	[illegible]
Zeke's Cards & Collectibles	[illegible]	[illegible]
Borders #166	[illegible]	[illegible]
C & L Baseball Cards	[illegible]	[illegible]
Ground Zero Comics #2	[illegible]	[illegible]
Hobbytown USA #1	[illegible]	[illegible]
The Game Zone	[illegible]	[illegible]
Ground Zero	[illegible]	[illegible]
Jumpgate - the Science Fiction/Fantasy Store	[illegible]	[illegible]
New Hampshire Magic Outpost	[illegible]	[illegible]
The Game Zone	[illegible]	[illegible]
Amazing Heroes	[illegible]	[illegible]
Comic Attitudes	[illegible]	[illegible]
Comic Castle	[illegible]	[illegible]
Comic World - Moorestown	[illegible]	[illegible]
Comics Plus - Mount Holly	[illegible]	[illegible]
Gamers Realm	[illegible]	[illegible]
Jester s Playhouse	[illegible]	[illegible]
Knightmare Cards & Comics	[illegible]	[illegible]
Mr. Comics Inc-banned until Winter 2000	[illegible]	[illegible]
Pyramid Comics & Cards	[illegible]	[illegible]
Steve s Comic Relief 2	[illegible]	[illegible]
Superhero City	[illegible]	[illegible]
That Hobby Place Inc	[illegible]	[illegible]
Time Warp Comics And Games	[illegible]	[illegible]
Vic s Card And Comic Connection	[illegible]	[illegible]
A Collector's Dream	[illegible]	[illegible]

Arena League Store List

by State cont.

Store	Location	Phone
Coyote Comic	Las Cruces, NM	(505) 521-4122
Evolution Comix	Alamagordo, NM	(505) 434-9350
Hidden Treasures	Las Cruces, NM	(505) 523-4733
Hit & Run Sports Collectibles & Games	Reno, NV	(702) 826-0606
Silver Cactus Comics West	Las Vegas, NV	(702) 222-1668
The Next Dimension	Fallon, NV	(702) 423-3020
12th Man's Instant Replay	Little Valley, NY	(716) 358-9187
Aquilonia Comics	Troy, NY	(518) 271-1069
Armored Gamer	New Windsor, NY	(914) 562-9196
Baldo's Armory	Rochester, NY	(716) 271-3880
Comic Corner	Pawling, NY	(914) 855-1173
Coyote's Den	Canandaigua, NY	(716) 394-0510
Flights Of Fantasy	Albany, NY	(518) 433-8803
Golden Memories C & C	Mastic, NY	(516) 281-0554
Grand Slam	Olean, NY	(716) 373-6343
Killino's Card & Coin	New Hartford, NY	(315) 724-6000
Larry's Comics & Cards	Jamaica, NY	(718) 969-3510
Marks Comics And Collectibles	Valley Stream, NY	(516) 872-5919
Mint Condition	Port Washington, NY	(516) 883-0631
Music & Magic	Schenectady, NY	(518) 372-3310
Neutral Ground	New York, NY	(212) 633-1288
Saratoga Sci-Fi	Saratoga Springs, NY	(518) 584-2699
Sharkys Toys	Brooklyn, NY	(718) 921-4460
The Abyss	Oneonta, NY	(607) 436-9289
The Dugout	Fairport, NY	(716) 377-1420
The Gamers Bizarre	Oneonta, NY	(607) 431-1999
The Games Master	Plattsburgh, NY	(518) 563-8329
The Games People Play	Elmira, NY	(607) 732-2299
The Gathering - North Tonawanda	North Tonawanda, NY	(716) 694-0545
The Guild	Riverhead, NY	(516) 369-3437
The Strike Zone	Astoria, NY	(718) 545-1950
Twilight Book & Game Emporium	Syracuse, NY	(315) 471-3139
Wizard World Inc	Nanuet, NY	(914) 624-2224
4 Starr Comics And Cards	Bremen, OH	(740) 653-9890
Acme Games	Cincinnati, OH	(513) 231-3866
All American Cards & Comics	Warren, OH	(330) 393-3137
Blue Fox	Wooster, OH	(330) 262-5454
Card Shack	Sandusky, OH	(419) 624-8921
Comic Central	Cincinnati, OH	(513) 474-7700
Comic Town 3	Columbus, OH	(614) 262-5006
Compendium Collectibles	Rocky River, OH	(440) 895-1224
Diversions	Newbury, OH	(440) 564-9142
Game Trader	Cuyahoga Falls, OH	(330) 922-4263
Heroes Guild	Medina, OH	(330) 723-4430
Mels Sports Cards	Napoleon, OH	(419) 592-6455
Midgard Comics	Columbus, OH	(614) 901-3963
Ravenstone Games	Columbus, OH	(614) 844-6463
Readmore - no listing	Fostoria, OH	
Star Collectors	Mansfield, OH	(419) 522-6486
The Soldiery	Columbus, OH	(614) 267-1957
Treasure Chest	Lake Milton, OH	
Bibliotech Books And Comics	Shawnee, OK	(405) 275-9494
Bookcover Art Collection	Poteau, OK	(918) 647-2929
Castlehaus Games	Stillwater, OK	(405) 372-3021
D's Baseball Cards	Lawton, OK	(580) 353-7694
Game Headquarters	Oklahoma City, OK	(405) 691-0509
Jester Comics	Tulsa, OK	(918) 664-6617
Original Game Shop	Tulsa, OK	(918) 663-5525
Pastimes Games & Cards	Alva, OK	(580) 327-1545
Top Deck Games	Tulsa, OK	(918) 665-7529
401 Convenience	Toronto, ON	(416) 599-6446
Comic Warehouse	Brampton, ON	(905) 799-1499
Crunchy Frog Comics	Toronto, ON	(416) 462-9324
Deja Vu Games	Mannheim, ON	(519) 744-2376
Eagle Comics	Smiths Falls, ON	(613) 284-0197
Fanboy Comics - Toronto	Toronto, ON	(416) 693-6753
Fandom II	Ottawa, ON	(613) 236-2972
Game Masters Emporium	Chatham, ON	(519) 358-1441
Skyfox Cards & Comics	Hamilton, ON	(905) 524-5725
Sportscard Den	Northbay, ON	(705) 497-1326
The Comic Connection	Hamilton, ON	(905) 522-2357
Dragons Den Hobbies	Petawawa, ON	(613) 687-2137
Emerald City Comics	Eugene, OR	(541) 345-2568
His Junk/ Her Treasure	Coos Bay, OR	(541) 888-5690
JJ's Hobby Shop	Roseburg, OR	(541) 672-7768
Legends Of The Game	Corvallis, OR	(541) 754-6335
Mad Dog Comics and Gaming	Pendleton, OR	(541) 966-6533
Magika West	Forest Grove, OR	(503) 359-5188
Rainy Day Games	Aloha, OR	(503) 613-5214
Rising Star Comics	McMinnville, OR	(503) 472-1100
Things From Another World	Portland, OR	(503) 257-2701
Moore Games	Grants Pass, OR	
Bells Comics & Trading Cards	Grove City, PA	(724) 458-4081
Comic Quest	Emmaus, PA	(610) 966-0199
Comics World - Graham	Windberg, PA	(814) 467-4116
Crusader Comics and Cards	Washington, PA	(724) 229-8892
Gatehouse Games	Duncansville, PA	(814) 693-9271
Gateway Sportscards, Comics & Games	Erie, PA	(814) 864-3772
Infinity Unlimited	Amblet, PA	(215) 619-1650
Legends and Heroes	Harrisburg, PA	
Legends Sports Cards	Pittsburgh, PA	(412) 341-4340
Mazz Baseball Kards	Clarks Summit, PA	(717) 586-2699
Phantom Of The Attic	Pittsburgh, PA	(412) 921-6229
Phantom Of The Attic - Monroeville	Monroeville, PA	(412) 856-4403
Shadowblade	Chambersburg, PA	(717) 264-0333
Subatomic Comics	Erie, PA	(814) 866-3338
Superior Sports Cards	Natrona Heights, PA	(724) 226-2944
The Comic Book Ink	Johnstown, PA	(814) 536-4437
The Encounter - Allentown	Allentown, PA	(610) 774-9565
The Encounter - Stroudsburg	Stroudsburg, PA	(717) 424-6132
The Gaming Center 2	Mayfield, PA	(717) 307-0919
Time Tunnel	Castle Shannon, PA	(412) 531-8833
TJ's Cards Comics & Collectibles	Charleroi, PA	
Unknown Comics	Clarks Summit, PA	(717) 587-0836
Imperium Tactica	Arecibo, PR	(787) 822-2412
L'Ami Du Collectionneur	Quebec City, QC	(418) 666-4942
Molley Video c/o Mary Jane Molley	Lislugug, QC	(418) 788-2202
Fenway Collectibles	Pawtucket, RI	(401) 725-3329
Rah Coco's	Providence, RI	(401) 861-3221
Spoonful Of Everything	Woonsocket, RI	(401) 762-9122
Wayne's Cards & Comics	Greenville, RI	(401) 949-0022
Dunlap Comics & Cards	Orangeburg, SC	(803) 534-3833
Let The Games Begin	Taylors, SC	(864) 322-0140
M & T Card Company	Sumter, SC	(803) 775-9658
Planet Comics	Anderson, SC	(864) 261-3578
The Tangled Web	Spartanburg, SC	(864) 574-1713
West Waterer Trophy	Elgin, SC	(803) 438-5669
Blackhills Magic	Rapid City, SD	
Dragon's Den	Sioux Falls, SD	(605) 361-4343
Storytelles	Rapid City, SD	
Game Master	Memphis, TN	(901) 752-3904
Game-Master Hobbies	Murfreesboro, TN	(615) 896-5333
Games & Things	Clarksville, TN	(931) 553-0381
Slammin Sam's	Franklin, TN	(615) 771-7710
The Adventure's Inn	Knoxville, TN	(423) 522-7557
The Barony	Oak Ridge, TN	(423) 482-5892
The Gaming Connection	Maryville, TN	(423) 983-4372
The Mystic Portal	Newbern, TN	(901) 627-0708
The War Room - Clarksville	Clarksville, TN	(931) 553-0727
Triple Play Cards Comics & Games	Memphis, TN	(901) 372-8661
Alans	Longview, TX	(903) 753-0493
Astral Castle Book & Games	Midland, TX	(915) 520-6463
BCS Books & Comics	Bryan, TX	(409) 846-7412
Big Bob's Card & Comics	Sherman, TX	(903) 813-0508
Book Browser	Houston, TX	(713) 680-1870
Cosmic Comics	Harlingen, TX	(956) 428-9136
Dugout Sports Cards	Corpus Christi, TX	(512) 851-9902
Funny Papers	Austin, TX	(512) 478-9718
Galaxy Comic & Cards	Webster, TX	(281) 316-1187
Goldmine Comics & Cards	Victoria, TX	(512) 575-6351
Grand Slam Sportscards - Pawleys Island	Carrollton, TX	(972) 245-7301
Green Cheese Cards & Comics	Orange, TX	(409) 886-0004
Heroes & Fantasies	Universal City, TX	(210) 945-4376
House of Cards	Copparas Cove, TX	254 542 1174
Intergalactic Traders Corp., Planet Earth	Houston, TX	(281) 955-8537
Major Players	El Paso, TX	(915) 751-9210
Pegasus Loft	Wichita Falls, TX	(940) 692-7571
Rama Llama Comics	Plano, TX	(972) 516-3232
Subset Cards	Conroe, TX	(409) 788-2669
Texas Geese Co.	Allen, TX	(972) 390-9467
The Game Closet	Waco, TX	(254) 751-7251
Dr Voltz Comic Connection	Salt Lake City, UT	(801) 485-6114
Dragons Keep	Provo, UT	(801) 373-3482
Half Time - Clearfield	Clearfield, UT	(801) 779-3000
Hastur Hobby	Salt Lake City, UT	(801) 467-9814
Heroes & Hobbs	Ogden, UT	(801) 399-9137
Mystic Comics	Logan, UT	(435) 755-0078
Net Head Cards	Roy, UT	(801) 731-7202
Press Box Sports Cards	Sandy, UT	(801) 576-1049
Table Top Games	Salt Lake City, UT	(801) 466-5544
The Bookshelf	Roy, UT	(801) 731-4998
Amazing Fantasy - Newport	Newport News, VA	(757) 877-6030
Amazing Fantasy Comics & Cards	Chesapeake, VA	(757) 465-8390
Atomic Comics Emporium Inc	Hampton, VA	(757) 723-5003
Beholders Eye	Blacksburg, VA	(540) 552-6835
Benders Books and Cards	Hampton, VA	
Cinecom	Woodbridge, VA	(703) 680-4733
End Game Center, The	Charlottesville, VA	(804) 975-4122
Game Parlor do not call EVER!!!!!	Chantilly, VA	(703) 803-3114
Guild Adventure Gaming	Newport News, VA	(757) 988-3098
Imagination Station	Hampton, VA	(757) 766-7476
Richmond Comix	Richmond, VA	(804) 330-3460
Silver Unicorn disco	Hopewell, VA	(804) 452-1647
Star City Comics	Roanoke, VA	(540) 362-4400
The Dagger Sheath	Virginia Beach, VA	(757) 631-4993
The Game Place	Charlottesville, VA	(804) 984-1040
The Game Place - Winchester	Winchester, VA	(540) 723-9681
The Lucky Frog	Annadale, VA	(703) 354-8018
Time Capsule	Chester, VA	(804) 748-4002
Wizards Cave of Comics and Games	Barre, VT	(802) 479-9335
Bat Cave Cards & Comics	Vancouver, WA	(360) 694-4947
Cliff's Comic World	Bremerton, WA	(360) 405-6858
Cosmic Comic	Bellingham, WA	(360) 734-8058
Discordia Games	Bremerton, WA	(360) 415-9419
Eagle's Games	Bellingham, WA	(360) 671-1913
First Base Trading Cards	Port Orchard, WA	(360) 876-5193
Gorilla Bobs	Spokane, WA	(509) 468-3974
Infinite Frontiers	Richland, WA	(509) 783-1678
Nybbles And Bytes	Tacoma, WA	(206) 475-5038
Proctor's Sports Cards	Tacoma, WA	(253) 758-2091
R & R Sportscards	Friday Harbor, WA	(360) 378-7120
The Magic Store	Oak Harbor, WA	(360) 679-2923
Wizards of the Coast - Crossroads	Bellevue, WA	(425) 747-6288
Wizards of the Coast - Game Center	Seattle, WA	(206) 675-1608
Wizards of the Coast - Guildhouse	Federal Way, WA	(253) 946-0235
Wizards of the Coast - Kitsap	Silverdale, WA	(360) 337-2757
Wizards of the Coast - Northgate	Seattle, WA	(206) 364-1977
Wizards of the Coast - South Hill	Puyallup, WA	(253) 435-1071
Wizards Realm	Spokane, WA	(509) 489-2418
Adventure Games Plus	West Allis, WI	(414) 302-5117
C & C Collectibles	Madison, WI	(608) 288-1800
Chimera Hobby Shop-II	Appleton, WI	(920) 735-1201
Clairemont Comics	Eau Claire, WI	(715) 831-2112
Double Play	Mauston, WI	(608) 847-1905
Hardware & Software Solutions No Listing	Milwaukee, WI	(414) 671-5862
House Of Heroes	Oshkosh, WI	(920) 231-5500
Kryptonite Kollectibles	Jamesville, WI	(608) 758-2100
Lost World Of Wonders	Milwaukee, WI	(414) 328-4651
Mike's Card Shop	Green Lake, WI	(920) 294-0689
Sheboygan Cards & Collectibles	Sheyboygan, WI	(920) 452-8442
Superheroes	Greenbay, WI	(920) 465-4733
The Collectible Card Connection	Rhinelander, WI	(715) 362-2155
Gateway Inc.	Morgantown, WV	(304) 292-3045
Gateway Inc., Parkersburg	Morgantown, WV	
Ogre's Lair	Charleston, WV	(304) 343-8633
The Nth Dimension	Shepherdstown, WV	(304) 876-2263
BJ Crafts & Hobbies	Evanston, WY	(307) 789-7889
Hastings	Laramie, WY	
Level 12	Casper, WY	(307) 266-5303

Top 100 Players by Classification

Limited

	Name	City	Country	Rating
1	Dirk Barberowski	Koeln	Germany	2211
2	Jon Finkel	Fanwood	United States	2167
3	Casey McCarrel	Lafayette	United States	2162
4	Benedikt Klauser	Wien	Austria	2140
5	Jeff K. Fung	Richmond	Canada	2135
6	Ryan Fuller	Burnaby	Canada	2120
7	Randy E Buehler	Pittsburgh	United States	2105
8	Darwin Kastle	Allston	United States	2101
9	Andre Konstanczer	Sachmarem	Germany	2091
10	Brian Selden	San Diego	United States	2085
11	William Yap	Selangor	Malaysia	2084
12	Kyle B Rose	Chester	United States	2083
13	Michael S Turian	Pittsburgh	United States	2081
14	Martin Cedercrantz	Stoby	Sweden	2075
15	Daniel N O'Mahoney-Schwartz	Kolderson	Antarctica	2067
16	Kurt Burgner	Torrance	United States	2061
17	Michael Long	Charlottesville	United States	2060
18	Warren Marsh	Nottingham	United Kingdom	2052
18	Dominique Coerie	Heverlee	Belgium	2052
20	Jason A Opalka	Parma Heights	United States	2050
21	James Murphy	Arlington	United States	2046
21	Ngai Kwok Hing	Unavailable	Hong Kong	2046
23	J Gary Wise	Willowdale	Canada	2043
23	Kai Budde	Köln	Germany	2043
25	Koichiro Maki	Tokyo	Japan	2042
26	Yubin Tao	Mountain View	United States	2039
26	Donald Gallitz	Springfield	United States	2039
28	Brian Ooi	Selangor	Malaysia	2032
29	Erik Lauer	Pittsburgh	United States	2031
30	Aaron Forsythe	Carnegie	United States	2028
31	Shawn G Keller	Palo Alto	United States	2014
31	Bob P Maher Jr.	Madison	United States	2014
33	Sturla Bingen	Bergen	Norway	2012
34	Paul Ferker	Huntingdon Valley	United States	2008
35	Cannon D. Boling	Lake Charles	United States	2005
36	Mike Krzywicki	Kernersville	United States	2004
37	Tim C. Danziger	Tulsa	United States	2003
38	Holger Meinecke	Rutesheim	Germany	2001
38	Mark D. Zajdner	Thornhill	Canada	2001
40	Ivan Stanoev	Brno	Czech Republic	1999
41	Nate A. Clarke	Londonderry	United States	1998
41	Manuel Bevand	Rhone-Alpes / Auvergne	France	1998
43	Koby K Kennison	Gainesville	United States	1994
44	Daniel Clegg	San Francisco	United States	1993
45	John Larkin	Sandycove Dublin	Ireland	1992
46	Ilya Beylin	Palo Alto	United States	1990
47	Igor Frayman	Los Angeles	United States	1987
48	Charles Kornblith	Pasadena	United States	1986
49	Mark LePine	Merrimack	United States	1985
49	Roland S. Aw	Edmonton	Canada	1985
51	Michael Sochon	Be de FR	France	1983
52	Andrew Nishioka	Chicago	United States	1982
52	Andrew Cuneo	Reston	United States	1982
52	Petr Posolda	Brno	Czech Republic	1982
55	Brian Hacker	San Diego	United States	1981
55	Olle Råde	Gothenburg	Sweden	1981
57	Scott Valleroy	Davenport	United States	1979
58	Matt P Cass	Mesa	United States	1978
59	Mark Justice	Sarasota	United States	1977
60	David Dewaelsche	Fishers	United States	1976
60	Thomas Refsdal	Oslo	Norway	1976
62	David Bachmann	Linden	United States	1974
62	Alex Cheah Y. Loong	Kuala Lumpur	Malaysia	1974
62	Stephen J. McAdams	Tacoma	United States	1974
62	Marc Hernandez	Montigny Le Bretonneux	France	1974
66	John Chinnock	Berkeley Heights	United States	1973
66	David A Williams	Fort Worth	United States	1973
68	Bill C. Ragsdale	San Ramon	United States	1972
69	Jason D Mowgery	Waterloo	United States	1971
70	Satoshi Nakamura	Shinjuku-Ku	Japan	1970
71	Sigurd Eskeland	Bsterås	Norway	1969
71	Juraj Smrek	Bratislava	Slovak Republic	1969
73	Eric D. Kesselman	NEW YORK	United States	1968
74	Tony Tsai	Ithaca	United States	1966
75	Peter Radonjic	New Westminster	Canada	1965
75	Paul Smith	Colorado Springs	United States	1965
75	Mark A. Schick	Berkeley	United States	1965
78	Dominic Crapuchettes	Charlottesville	United States	1963
78	Michael Katz	Manassas	United States	1963
80	Steven S Shears	Whittier	United States	1958
80	Yoshikazu Ishii	Ohta-ku	Japan	1958
82	Yann Hamon	Rennes	France	1956
82	Satanuma Kiyoshi	Kanagawa	Japan	1956
84	Mark Chalice	Claremont	United States	1954
85	Kenichi Fujita	Nakano-Ku	Japan	1951
86	Chris B. Benafel	Bellevue	United States	1950
86	Charlie R Hanford Jr.	St. Peters	United States	1950
88	Cory Ferguson	New Hope	United States	1949
88	Ted Kaplun	Philadelphia	United States	1949
90	Noah Weil	St Cloud	United States	1947
90	Mike Owyang	San Diego	United States	1947
92	Thomas Girard	Vancouver	Canada	1946
92	Oyvind Odegaard	Oslo	Norway	1946
92	Stephen Benenyei	Edmonton	Canada	1946
92	Ivan Garcia-Gonzalez	Madrid	Spain	1946
96	Gary M Rush	San Diego	United States	1945
97	Taerthrum Bluett	Fort Meyers	United States	1944
97	Mikko Smygg	Vihti	Finland	1944
99	Javier Garavito	Kent	United States	1943
99	Javed Mirza	Milton	Canada	1943

Standard

	Name	City	Country	Rating
1	Brian Selden	San Diego	United States	2142
2	Darwin Kastle	Allston	United States	2090
3	Scott R Johns	Northridge	United States	2067
4	Gary Krakower	Toronto	Canada	2055
5	Jon Finkel	Fanwood	United States	2052
6	Heath M. Kennet	Westminster	United States	2051
7	Steven O' Mahoney-Schwartz	Boston	United States	2049
8	Michael Long	Charlottesville	United States	2047
9	Andrew Pacifico	Middleburg	United States	2043
10	Jason A Opalka	Parma Heights	United States	2041
11	Mike Bergoli	Southwick	United States	2040
12	Christoph O'Leary	Malden	United States	2038
13	Alexis Dumay	Montferrier	France	2037
14	Craig Jones	Ludlow Shropshire	United Kingdom	2036
15	Glyeb Kaumasinski	Columbia	United States	2035
16	William Yap	Selangor	Malaysia	2034
17	Felix Gonzales	Manila	Philippines	2032
18	Jeremy T Baca	Richardson	United States	2031
19	Nicholas C. Vergis	Shreveport	United States	2029
20	Kenneth T Wallach	Deerfield	United States	2028
20	Jason D Mowgery	Waterloo	United States	2028
20	Kai Budde	Köln	Germany	2028
23	James Stroud	Dallas	United States	2022
24	Kevin Khoo S. Giap	Petaling Jaya	Malaysia	2021
25	Jeremy P. Rualo	Baltimore	United States	2016
26	John L Hunka	Norton	United States	2015
26	Daniel Brickwell	Berlin	Germany	2015
26	Raphael Levy	Languedoc-Roussillon	France	2015
26	Adam D. Vincent	Longwood	United States	2015
30	Zvi S. Mowshowitz	New York	United States	2013
31	Ryohei Ohashi	Osaka	Japan	2007
32	Josh Rauschenbach	Shreveport	United States	2006
33	Alex Cheah Y. Loong	Kuala Lumpur	Malaysia	2003
33	Adrian Sayers	Austin	United States	2003
35	David D Humpherys	Somerville	United States	2002
36	Jason E. Schickli	Englewood	United States	2001
36	Brian Ooi	Selangor	Malaysia	2001
38	Mike R. Thompson	Mountlake Terrace	United States	2000
39	Richard M. Van Cleave	Strasbourg	United States	1998
40	Peter Leiher	Largo	United States	1997
41	Paul Smith	Colorado Springs	United States	1996
42	Tony Tsai	Ithaca	United States	1995
43	David Weitz	Youngstown	United States	1993
43	George Hirokawa	Unavailable	Brazil	1993
45	Ben Farkas	Latham	United States	1992
46	Justin Gary	N Miami Beach	United States	1991
46	Michael Lucarello	Chino	United States	1991
46	Randy E Buehler	Pittsburgh	United States	1991
46	Arho Toikka	Helsinki	Finland	1991
50	Thomas G Keller	Palo Alto	United States	1988
51	Roan J Giecker	West Henrietton	United States	1987
52	Warren Marsh	Nottingham	United Kingdom	1985
52	Claudio Sikorsky	Unavailable	Italy	1985
54	George H Williamson	Manchester	United States	1984
54	Luca Cristino	Milano	Italy	1984
56	Brian M Lynch	Summerset	United States	1983
56	Tomi Walamies	Kauniainen	Finland	1983
56	Ukai Yasunori	Gifu	Japan	1983
59	Taylor Buckingham	Littleton	United States	1982
59	Stanton L Peay	Las Vegas	United States	1982
59	Adam C. Pepper	Campbell	United States	1982
59	William H Jensen III	Mills	United States	1982
59	Mark Arguijo	Taft	United States	1982
64	Brian Hacker	San Diego	United States	1981
65	Aaron Amendolia	E Setauket	United States	1980
65	Franck Canu	Paris	France	1980
67	Nakamura Hazuhiro	Hakuyo	Japan	1979
68	Adam D. Perry	Winnipeg	Canada	1978
69	Michael D. Cavey	Uper Marlboro	United States	1977
69	Alex Shvartsman	Brooklyn	United States	1977
71	Eric Phillipps	Lincroft	United States	1975
72	Feming Chan	Cranbury	United States	1974
72	Jakub Slemr	Prague	Czech Republic	1974
72	Andreas Jsusson	Lund	Sweden	1974
75	Jason Marks	Barberton	United States	1973
75	Janosch Kuhn	Hannover	Germany	1973
75	Jeff M. Donnell	Henderson	United States	1973
75	Koji Jotaki	Gifu	Japan	1973
79	Ronny Scrio	Streamwood	United States	1972
79	John E Slaughter	Charlottesville	United States	1972
81	Shawn G Keller	Palo Alto	United States	1971
82	John Marks	Barb	United States	1969
82	Jacob W Stirler Jr.	Tucson	United States	1969
82	Bruno Cardoso	Lisboa	Portugal	1969
85	Cary B. Darwin	Dallas	United States	1967
85	Richard P Dixon	Huntsville	United States	1967
85	Patrick D Callahan	Atlanta	United States	1967
85	Takashi Sakai	Fukuoka	Japan	1967
89	Paul Ferker	Huntingdon Valley	United States	1966
90	Bob P Maher Jr.	Madison	United States	1964
91	Andrew Howard	Lamdale	United States	1962
91	Kyle Bigos	Tallahassee	United States	1962
91	Casey McCarrel	Lafayette	United States	1962
91	Svend Geertsen	Copenhagen	Denmark	1962
95	Yannick Alessio	Cannes	France	1961
95	Nathan Pang	Memphis	United States	1961
95	Osamu Fujita	Kyoto	Japan	1961
98	John Yoo	Tustin	United States	1960
99	Mike Reinking	Cedar Rapids	United States	1959
99	Benjamin Carr	Phoenix	United States	1959
99	Ty Holcomb	Seattle	United States	1959

Composite

	Name	City	Country	Rating
1	Jon Finkel	Fanwood	United States	2076
2	Darwin Kastle	Allston	United States	2048
3	Casey McCarrel	Lafayette	United States	2036
4	Brian Selden	San Diego	United States	2035
5	Randy E Buehler	Pittsburgh	United States	2027
6	Dirk Barberowski	Köln	Germany	2014
7	Michael Long	Charlottesville	United States	2008
8	Jason A Opalka	Parma Heights	United States	1999
9	Kai Budde	Köln	Germany	1996
10	William Yap	Selangor	Malaysia	1991
11	Jason D Mowgery	Waterloo	United States	1983
12	Warren Marsh	Nottingham	United Kingdom	1981
13	Ryan Fuller	Burnaby	Canada	1979
14	Bob P Maher Jr.	Madison	United States	1972
15	Benedikt Klauser	Wien	Austria	1968
16	Kyle B Rose	Chester	United States	1967
17	Michael S Turian	Pittsburgh	United States	1958
18	Paul Smith	Colorado Springs	United States	1957
19	Raphael Levy	Languedoc-Roussillon	France	1950
19	Steven O' Mahoney-Schwartz	Boston	United States	1950
21	Brian Ooi	Selangor	Malaysia	1954
22	Gary Krakower	Toronto	Canada	1949
23	Justin Gary	N Miami Beach	United States	1943
24	Erik Lauer	Pittsburgh	United States	1938
25	Adam C. Pepper	Campbell	United States	1937
26	Shawn G Keller	Palo Alto	United States	1936
27	Peter Leiher	Largo	United States	1934
28	Mark D. Zajdner	Thornhill	Canada	1933
29	Brian Hacker	San Diego	United States	1932
29	David A Williams	Fort Worth	United States	1932
31	Jeff K. Fung	Richmond	Canada	1931
32	Fenning Chan	Cranbury	United States	1930
32	Andrew Nishioka	Chicago	United States	1930
32	Alex Cheah Y. Loong	Kuala Lumpur	Malaysia	1930
35	Paul Ferker	Huntingdon Valley	United States	1929
35	Koichiro Maki	Tokyo	Japan	1928
35	Andre Konstanczer	Sachmarem	Germany	1928
38	Daniel N O'Mahoney-Schwartz	Kolderson	Antarctica	1927
39	Heath M. Kennet	Westminster	United States	1926
39	Marc Hernandez	Montigny Le Bretonneux	France	1926
39	Tony Tsai	Ithaca	United States	1926
39	Richard M. Van Cleave	Strasbourg	United States	1926
39	Sasamuma Kiyoshi	Kanagawa	Japan	1926
44	Manuel Bevand	Rhone-Alpes / Auvergne	France	1925
45	Jason Zile	Huntington Beach	United States	1924
46	James Stroud	Dallas	United States	1923
47	Scott R Johns	Northridge	United States	1922
47	John Chinnock	Berkeley Heights	United States	1922
47	David Dewaelsche	Fishers	United States	1922
47	Christoph O'Leary	Malden	United States	1922
51	Mike Bergoli	Southwick	United States	1921
51	Jason E. Schickli	Englewood	United States	1921
51	Andrew Pacifico	Middleburg	United States	1921
54	Andrew Cuneo	Reston	United States	1920
54	John Marks	Barb	United States	1920
54	Arho Toikka	Helsinki	Finland	1920
57	Michael Lucarello	Chino	United States	1919
57	Sturla Bingen	Bergen	Norway	1919
59	Brian M Lynch	Summerset	United States	1918
59	Eric Phillipps	Lincroft	United States	1918
61	Kurt Burgner	Torrance	United States	1914
61	Kenichi Fujita	Nakano-Ku	Japan	1914
61	Donald Gallitz	Springfield	United States	1914
61	Holger Meinecke	Rutesheim	Germany	1914
65	John L Hunka	Norton	United States	1913
66	Charles Kornblith	Pasadena	United States	1910
66	Peter Radonjic	New Westminster	Canada	1910
66	Kevin Khoo S. Giap	Petaling Jaya	Malaysia	1910
66	Jakub Slemr	Prague	Czech Republic	1910
66	Satoshi Nakamura	Shinjuku-Ku	Japan	1910
71	Scott Valleroy	Davenport	United States	1909
72	Steven T. Gilpin	Biloxi	United States	1906
73	Aaron Amendolia	E Setauket	United States	1905
73	Daniel Clegg	San Francisco	United States	1905
75	Laurent Pagorek	Be De Fr	France	1904
75	Tomi Walamies	Kauniainen	Finland	1904
75	Pierre Malherbaud	Equeurdreville	France	1904
78	Rudy Edwards	Fayetteville	United States	1903
78	Michael Katz	Manassas	United States	1903
78	Svend Geertsen	Copenhagen	Denmark	1903
78	Mikko Smygg	Vihti	Finland	1903
78	William H Jensen III	Mills	United States	1903
83	J Gary Wise	Willowdale	Canada	1902
83	Jeremy T Baca	Richardson	United States	1902
85	Kenneth T Wallach	Deerfield	United States	1901
85	Taerthrum Bluett	Fort Meyers	United States	1901
85	Roland S. Aw	Edmonton	Canada	1901
85	Aaron Forsythe	Carnegie	United States	1901
85	Osamu Fujita	Kyoto	Japan	1901
90	Koby K Kennison	Gainesville	United States	1900
90	Luca Cristino	Milano	Italy	1900
92	David Weitz	Youngstown	United States	1899
93	Mark Justice	Sarasota	United States	1898
93	Taylor Buckingham	Littleton	United States	1898
93	Daniel Brickwell	Berlin	Germany	1898
93	Jamie Parke	Syracuse	United States	1898
97	Steven S Shears	Whittier	United States	1897
97	Yann Hamon	Rennes	France	1897
99	Michael Sochon	Be de FR	France	1896
99	Ben Farkas	Latham	United States	1896

Extended

	Name	City	Country	Rating
1	Jason Zile	Huntington Beach	United States	1993
2	Brian W Benedict	Carpentria	United States	1943
3	Luca Cristino	Milano	Italy	1934
4	Aaron L Cummings	Pittsburgh	United States	1912
5	William H Jensen III	Mills	United States	1911
6	Brian Selford	Thunder Bay	Canada	1908
7	Michael L Gillespie	Roanoke	United States	1903
8	Jason D Mowgery	Waterloo	United States	1901
9	Mark A Klotz	Lakewood	United States	1897
10	Shaiquet A. Jicani	Anaheim	United States	1895
11	Brian F. Fletcher	Philadelphia	United States	1887
12	John L Hunka	Norton	United States	1877
13	Chris Hirsen	Clearwater	United States	1873
14	Bob P Maher Jr.	Madison	United States	1870
15	Jason H Yang	Garden Grove	United States	1858
15	Eric Taylor	Ann Arbor	United States	1858
17	Jon Finkel	Fanwood	United States	1865
17	Samuel B. King	Valparaiso	United States	1865
19	Denis O Zagmester	Boston	United States	1863
19	John Marks	Bark	United States	1863
19	Jason Howden	Winnipeg	Canada	1863
22	Taguchi Yuichi	Tokyo	Japan	1862
23	Paul E Baron	Huntington Beach	United States	1859
24	Lars Tietjen	Trier	Germany	1858
25	Casey McCarrel	Lafayette	United States	1857
25	Fernando M Bandeira	Unavailable	Brazil	1857
27	Jeff Siuzinski	Dearborn	United States	1856
27	Joaquin Gusa	Barcelona	Spain	1856
27	Jonathon N Morowski	Douglas	United States	1856
30	Daniel Brickwell	Berlin	Germany	1854
30	Randy E Buehler	Pittsburgh	United States	1854
30	Jason J Paul	Winnipeg	Canada	1854
30	Raphael Levy	Languedoc-Roussillon	Mdi-Py France	1854
34	Justin Gary	N Miami Beach	United States	1851
34	Dirk Barberowski	Köln	Germany	1851
34	Jason L Simard	Winnipeg	Canada	1851
37	Thorsten Fehrentz	Zweibrücken	Germany	1848
38	Rodrigo C Castro	Unavailable	Brazil	1846
39	Josh A Gillespie	Roanoke	United States	1844
40	Richard Garrett	Anaheim	United States	1843
41	Christian Rosenpaich	Winnipeg	Canada	1842
41	Sean M. Law	Roanoke	United States	1842
43	Andrew Corley	Hicksville	United States	1841
43	Matteo Animato	Unavailable	Italy	1841
45	Santiago Guzzetti	Buenos Aires	Argentina	1840
46	Juan P. Dip	Winnipeg	Canada	1839
47	Andrew Wolf	Roswell	United States	1838
47	Jesse W. Rider	Winnipeg	Canada	1838
49	Philip H. Wenger	Winnipeg	Canada	1837
50	Mike M Bernat	Plainfield	United States	1836
51	Preston Poulter	Long Beach	United States	1835
51	Adrian Sullivan	Madison	United States	1835
53	Laurent Lecluyse	Aquitaine / Poitou-Charentes	France	1833
54	Paul Smith	Colorado Springs	United States	1831
55	Eric Phillipps	Lincroft	United States	1829
55	Diego Ostrovich	Buenos Aires	Argentina	1829
57	Ryan Fuller	Burnaby	Canada	1828
57	Massimo De Matteo	Napoli	Italy	1828
59	Mike Ammon	Winnipeg	Canada	1825
59	Andrés Werner	Buenos Aires	Argentina	1825
59	Peter Hernandez	Unavailable	United States	1825
62	Kenneth T Wallach	Deerfield	United States	1824
62	Michael Debard	Be de FR	France	1824
64	Dennis L Nichols Jr.	Omaha	United States	1823
64	Adam C. Pepper	Campbell	United States	1823
66	Lenny Collins	Baulkham Hills	Australia	1822
66	Ivan Solasa	Unavailable	Croatia (Hrvatska)	1822
66	Alfonso Lopez Andres	Hospitalet	Spain	1822
69	Bryan B Stewart	Evanston	United States	1820
69	Ernesto Mingorance	Buenos Aires	Argentina	1820
69	Massimo Brunello	Unavailable	Italy	1820
72	Kurt Folet	Leheren	Belgium	1819
72	Emmanuel Ignard	Paris	France	1819
74	Tadayoshi Kawaya	Kanagawa	Japan	1817
74	Jeffrey D. Cosgrove	Alton	United States	1817
76	Matteo Bianchi	Milano	Italy	1816
77	Olivier Bertell	Orbis	France	1814
77	Justin L Coiley	Fort Hood	United States	1814
77	Chris Hancock	Kansas City	United States	1814
80	Loic Degroo	Nord / Picardie	France	1812
80	Yann Hamon	Rennes	France	1812
80	James Sorce	Vestal	United States	1812
80	Joel E Frank	South Hadley	United States	1812
84	Bryan Schmidt	Cincinnati	United States	1810
84	Dale R. Lovelace	Lynchburg	United States	1810
86	Brian M Lynch	Summerset	United States	1807
86	Joe Cain	Pennsauken	United States	1807
86	David A Williams	Fort Worth	United States	1807
86	Diogo M Rollwagen	Unavailable	Brazil	1807
86	Anthony S. Florian	Washington	United States	1807
91	Dmitriy Bauhin	Mimsko	Czech Republic	1805
92	Kevin J. Kim	Garden Grove	United States	1804
93	Luiz F Motta	Unavailable	Brazil	1803
94	Alan Comer	San Marcos	United States	1802
94	Fenning Chan	Cranbury	United States	1802
94	Josh S. Kahn	Hammond	United States	1802
94	Scott A. Seville	New York	United States	1802
94	Darren G. Stanford	Costa Mesa	United States	1802
94	Sammy M. Barkho	Costa Mesa	United States	1802

ARENA LEAGUE News

The Tempest Season of the Arena league features an exclusive prerelease of *Urza's Legacy* preconstructed decks. Each one of these decks offers players a different strategy, from fat creatures to free creatures, and from control to burn. Any of the preconstructed decks, including the ones from the Rath Cycle, are legal for play.

Let's take a look at the new decks themselves.

"Crusher" is a green-white deck that relies on big creatures plus a few tricks for the win. White is a support color, providing enchantment and creature removal and protection for your creatures. Green provides the big creatures and additional mana sources. This deck isn't a typical green speed deck; it needs to get six mana on the table to really work. Fortunately, the deck packs several ways to get your land out quickly.

If you like black-red speed, try "Phyrexian Assault." This deck has quick creatures combined with removal to keep the assault going. Most creatures in this deck have special abilities, creating great versatility. Unfortunately, this deck has problems dealing with enchantments, as most black-red decks do. The key is to destroy your opponent quickly before any powerful enchantments take control of the game.

"Radiant's Revenge" is a blue-white control deck with fliers. Powerful artifacts will become important in the late game and you can gain card advantage once you reach six mana. Play defensively initially so that you can survive long enough to build up your resources. Choose what to counter carefully because there are only three counterspells in the deck. Also, pay careful attention to which artifacts or enchantments to destroy. With only two artifact/enchantment destruction cards, it's important to save them for things that will destroy you, not just annoy you.

Blue with a splash of green can be a powerful combination. The "Time Drain" deck makes use of the strengths of both colors. Blue gives you control and a few of the "free" spells, and green gives you fast creatures and enchantment removal. One key to making this deck work is knowing when to cycle your cards. Be sure to get rid of the cards that won't help you and draw something better (or at least hope you do..).

The format for the Tempest Season is the Urza Cycle and Rath Cycle preconstructed decks. This special format gives players their choice of twenty decks. During the first week of the season, players must use the preconstructed decks straight out of the box. Starting February 19, players will be able to change up to fifteen cards in the deck using cards from any of the following Magic card sets: *Fifth Edition, Tempest, Stronghold, Exodus, Urza's Saga*, and *Urza's Legacy*. For the final week of the season (beginning March 12), the format will open up to Standard (Type II). Card sets currently allowed in the Standard environment are: *Fifth Edition, Tempest, Stronghold, Exodus, Urza's Saga*, and *Urza's Legacy*. You can sign up for the Arena league at any participating retailer. To find out where you can play, check out the Arena website at <www.wizards.com/Arena/Welcome.html> or call (800) 324-6496.

—Jessica Lawson

Harvest Season TOP 10

Arena's Top 10 Players

1	Shantam	1859	Eagle Comics—Smiths Falls, ON, CAN
2	Bruce Kazee	1843	Mind Games—Flatwoods, KY, USA
3	Jeffrey Watkins	1813	Farrers Ballcards—Shelbyville, IN, USA
4	Richard Vlastnik	1806	Metropolis Comics—La Salle, IL, USA
5	Brian Carter	1804	S & S Collectibles—St. Joseph, MO, USA
6	Michael Pointer	1803	Kings Table Comics and Games—Anniston, AL, USA
7	Marc Sozynski	1798	Phantom of the Attic—Monroeville, PA, USA
8	T. J. Lake	1782	S & S Collectibles—St. Joseph, MO, USA
9	Ryan Kummer	1780	Dr. Voltz Comic Connection—Salt Lake City, UT, USA
10	Jason Ness	1772	Magic Connection—Calgary, AB, CAN

BATTLETECH® News

'Mechs Win Battles, Logistics Wins Wars

Let's talk about the asset that is probably the most underrated in the **BattleTech** trading card game: Logistics. When the **BattleTech** TCG first came out and for the next expansion or two, it was very rare to see Logistics in a winning deck. In the current environment, it seems that a deck that doesn't use Logistics has a hard time winning. Let's take a look at what Logistics does for you.

First, just the Logistics ability itself is very strong. Logistics allows you to restock a card from your hand at the end of your turn. Because your Stockpile is—in a sense—your "life" and you draw two cards every turn, the ability to restock un-needed cards will improve your ability to stay alive. This is apparent especially in a slow-moving game in which there is a lot of building and guarding. I have often won games because I had just one card left in my stock to be able to prosecute attacks that turn. Under new rules, when you draw your last card, the other player wins, and you do not get to finish your turn. One card in your Stockpile can make a tremendous difference.

The cards that require Logistics buyouts are also very strong. Here are some examples:

Hidden Reserves: This card allows you to draw three additional cards. It can be very important if you are looking for specific game-enhancing cards or to replenish a hand depleted by additional deployments or enemy action (ala Airstrikes Close to Home and the new ComStar Box Power).

'Mech Hangar: This card allows you to make an additional deployment every turn. It's most useful for deploying extra resources needed to build larger 'Mechs, or to deploy extra Units to gain 'Mech advantage.

Vehicles & Battle Armor: To play these dreaded new Units you will need Logistics.

Double-Time Offense: For four Resources and two additional Resources per Unit, you can untap Units during your Missions phase. It can be a game winner if you just got your opponent to tap out all his or her blocking Units, or it can be used to untap all or some of your Units to defend against your opponent's attacks next turn. If you wish to use this card defensively, then the card Accelerated Turnaround will be better for you; it is cheaper but only allows you to untap at the end of your turn, not during your Missions phase.

Free-Deploy 'Mechs & Vehicles: Some Units in the game can be revealed to not count as a deployment. Since you are limited to two deployments per turn, being able to activate more than two Units per turn can give you a powerful Unit advantage, especially early in the game. I have seen players using this deck type deploy two Units on their first turn reliably and as many as five Units per turn with good draws. This ability alone was the reason behind the decision to limit the number of Vehicles and Battle Armor that can be in a deck.

Huge 'Mechs: Nearly any of the gigantic 'Mechs in the game—Daishis, Masakaris, Pillagers, Cerberus, and others—require the Logistics buyout. If you want Big 'Uns, you will need Logistics.

Stockpile & Scrapheap Manipulation: There are a number of cards, all requiring Logistics, that allow you to manipulate your Stockpile and Scrapheap. Retrieving scrapped cards into your hand can give you a game-winning card. Being able to affect what cards you will actually draw next turn is also powerful. If you need Units, you can make sure you pull Units. If you need Resources, you can make sure you get Resources. The Jade Falcon card Culling from the basic set allows you to restock cards from your Scrapheap, in effect prolonging your ability to stay in the game.

With the advent of some *Arsenal* cards and some of the revised 'Mechs in *Commander's Edition*, you can now have a deck that relies solely on the Logistics asset. You will need other assets in a supporting role (primarily Tactics for Mission cards and Assembly for repairing Units), but as long as you have Logistics, you will be able to construct Units.

Hopefully this trend will continue. It's good to see decks out there that can win using various strategies and deck-construction techniques. The diversity of decks now is good compared to the AMT Ghost Bear and Wolf decks that were the staple during the early days of **BattleTech**. The *Crusade* expansion will likely again bring more cards to us that will allow us to use Logistics to win our wars. Modern warfare is geared more toward Logistics than ever before. For every single fighting man, there may be as many as twenty men who work in support roles behind him who never picks up a gun or throws a grenade—they win wars with inventories and calculators.

—Craig Squier

<csquier@pdn.net>, craig_squier@arvin.com>, or visit us at <www.alphastrike.com>

UPCOMING

TOURNAMENTS AND EVENTS

PRESENTED BY YAHOO!

Premier events for January

State	Event	Date	City	Phone
Alabama	PT-Los Angeles Qualifier	1/23/99	Birmingham	770-753-0030
Alaska	PT-Los Angeles Qualifier	1/9/99	Anchorage	907-272-4112
	Western Division Challenge	1/2/99	Anchorage	907-272-4112
Arizona	PT-Los Angeles Qualifier	1/10/99	Phoenix	818-787-3708
	San Francisco Trials	1/2/99	Phoenix	818-787-3708
	Western Division Challenge	1/9/99	Phoenix	818-787-3708
California	Grand Prix-San Francisco	1/23/99	San Francisco Bay	650-947-0398
	PT-Los Angeles Qualifier	1/9/99	San Francisco Bay	650-947-0398
		1/16/99	Los Angeles Area	818-787-3708
	San Francisco Trials	1/2/99	San Francisco Bay	650-947-0398
		1/10/99	San Diego	619-469-1978
		1/22/99	San Francisco Bay	650-947-0398
	Western Division Challenge	1/16/99	Los Angeles Area	818-787-3708
		1/23/99	San Diego	619-685-5051
		1/30/99	San Francisco Bay	650-947-0398
Colorado	PT-Los Angeles Qualifier	1/9/99	Denver	303-366-3977
	San Francisco Trials	1/16/99	Denver	303-366-3977
	Western Division Challenge	1/9/99	Aurora	303-366-3977
Florida	PT-Los Angeles Qualifier	1/2/99	Orlando	770-753-0030
		1/30/99	Jacksonville	770-753-0030
Hawaii	PT-Los Angeles Qualifier	1/9/99	Honolulu	808-596-8236
Idaho	San Francisco Trials	1/9/99	Boise	801-968-6365
Illinois	PT-Los Angeles Qualifier	1/9/99	Chicago	800-529-3976
		1/23/99	Chicago	920-484-3006
	Western Division Challenge	1/24/99	Chicago	920-484-3006
Indiana	PT-Los Angeles Qualifier	1/2/99	Indianapolis	317-773-1370
		1/30/99	Indianapolis	317-773-1370
Kansas	PT-Los Angeles Qualifier	1/2/99	Kansas City	913-962-4263
		1/30/99	Wichita	316-946-1055
Louisiana	PT-Los Angeles Qualifier	1/16/99	Shreveport	316-946-1055
		1/23/99	New Orleans	713-680-1870
Maryland	PT-Los Angeles Qualifier	1/2/99	Baltimore/Washington	301-881-3530
		1/30/99	Baltimore/Washington	301-881-3530
Massachusetts	PT-Los Angeles Qualifier	1/2/99	Boston	617-666-5799
		1/9/99	Boston	770-753-0030
		1/31/99	Boston	617-666-5799
Michigan	PT-Los Angeles Qualifier	1/2/99	Detroit	800-529-3976
		1/16/99	Detroit	770-753-0030
Minnesota	PT-Los Angeles Qualifier	1/9/99	Minneapolis	317-773-1370
		1/30/99	Minneapolis	920-484-3006
Nebraska	PT-Los Angeles Qualifier	1/9/99	Lincoln	402-434-5056
Nevada	PT-Los Angeles Qualifier	1/23/99	Las Vegas	336-889-9900
	Western Division Challenge	1/23/99	Reno	801-968-6365
New Jersey	PT-Los Angeles Qualifier	1/17/99	Edison	800-852-2442
New York	PT-Los Angeles Qualifier	1/9/99	Syracuse	212-633-6320
		1/23/99	New York	212-633-6320
		1/24/99	Rochester	716-427-2190
		1/30/99	Albany	212-633-6320
	Western Division Challenge	1/23/99	New York	212-633-6320
North Carolina	PT-Los Angeles Qualifier	1/2/99	High Point	336-889-9900
		1/9/99	High Point	336-889-9900
Ohio	PT-Los Angeles Qualifier	1/23/99	Columbus	800-529-3976
Oklahoma	PT-Los Angeles Qualifier	1/23/99	Tulsa	316-946-1055
Oregon	PT-Los Angeles Qualifier	1/9/99	Eugene	541-485-0375
Pennsylvania	PT-Los Angeles Qualifier	1/2/99	Harrisburg	800-852-2442
		1/30/99	Pittsburgh	800-529-3976
Texas	PT-Los Angeles Qualifier	1/2/99	Houston	713-680-1870
		1/9/99	Dallas	713-680-1870
		1/30/99	Houston	713-680-1870
	Western Division Challenge	1/2/99	Houston	713-680-1870
Utah	San Francisco Trials	1/16/99	Salt Lake City	801-968-6365
	Western Division Challenge	1/9/99	Salt Lake City	801-968-6365
Virginia	PT-Los Angeles Qualifier	1/16/99	Richmond	804-961-6953
Washington	PT-Los Angeles Qualifier	1/23/99	Seattle	206-675-1608
		1/30/99	Seattle	206-675-1608
	Western Division Challenge	1/2/99	Silverdale	360-337-2757
		1/9/99	Seatac	253-946-0235
		1/16/99	Seattle	206-675-1608
Wisconsin	PT-Los Angeles Qualifier	1/16/99	Madison	920-484-3006
CANADA				
Alberta	PT-Los Angeles Qualifier	1/30/99	Edmonton	403-483-2683
British Columbia	PT-Los Angeles Qualifier	1/16/99	Vancouver	604-521-4471
	Western Division Challenge	1/16/99	Vancouver	604-521-4471
Ontario	PT-Los Angeles Qualifier	1/31/99	London	905-524-5725
		1/16/99	Toronto	905-524-5725

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January 2–22	Grand Prix–San Francisco Trials continue
January 2–31	Pro Tour–Los Angeles Qualifiers continue
January 2–30	Western Division Challenges continue
January 23	Grand Prix–San Francisco

Coming in February...

February 6	*Urza's Legacy* Prerelease
Febraury 7–28	Eastern Division Challenges begin
February 7–28	Pro Tour–New York Qualifiers begin
February 26–28	Pro Tour–Los Angeles

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